

BLOOD BOWL



THE ONE-TURN
TOUCHDOWN

GLOSSARY

1 in 9	Rolling some combination of Both Down and Attacker Down for a 2D block. A turnover if the Attacker lacks the Block skill.
Chain push	Pushing an opponent into another player to push them in turn.
Double skulls	Rolling Attacker Down for both dice for a 2D block.
LOS	Line of scrimmage.
Nega-trait	A trait that hinders a player's ability to carry out actions (e.g. Animal Savagery, Animosity, Bone Head, Really Stupid, Unchannelled Fury, etc.).
Nuffle	Blood Bowl's god of dice and unintentional comedy. Praise him with great praise before attempting an OTT.
OTT	One-turn touchdown. Also referred to as OTTD, 1TTD and one-turner.
Primary receiver	The player who will receive the ball and make the desperate run to the end zone to score a touchdown.
Quad skulls	Rolling Attacker Down for both dice for a 2D block and rerolling only to get the same result.
Skull	The Attacker Down result for a block die.
TTM	Throw Team-mate. A trait and a special action that allows some Big Guys to pick up a team-mate and throw them.

KEY



Player moves



Player blitzes or blocks



Player pushed or chain pushed



Primary receiver or ball carrier



Opponent



Player ready



Player completed activation

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INTRO

The first half is almost over. Your opponent has just scored. The crowd is still roaring. You pay them no heed. You're focused on the task at hand. You've got to score a touchdown and you've hardly any time to do it.

There is, in fact, only enough time for a one-turn touchdown.

Taking a single turn during your offensive drive to score a touchdown is one of the toughest things to pull off in Blood Bowl but oh-so-satisfying when you do. It can completely change the complexion of a match.

The typical scenario is you're 0-1 down after your opponent has taken eight turns to score. If your OTT attempt succeeds before the half ends, you can afford to take eight leisurely turns in the second half to secure a 2-1 victory. (It is, of course, entirely possible your opponent just might score an OTT on turn 16 to salvage a draw and wipe that smug look off your face.)



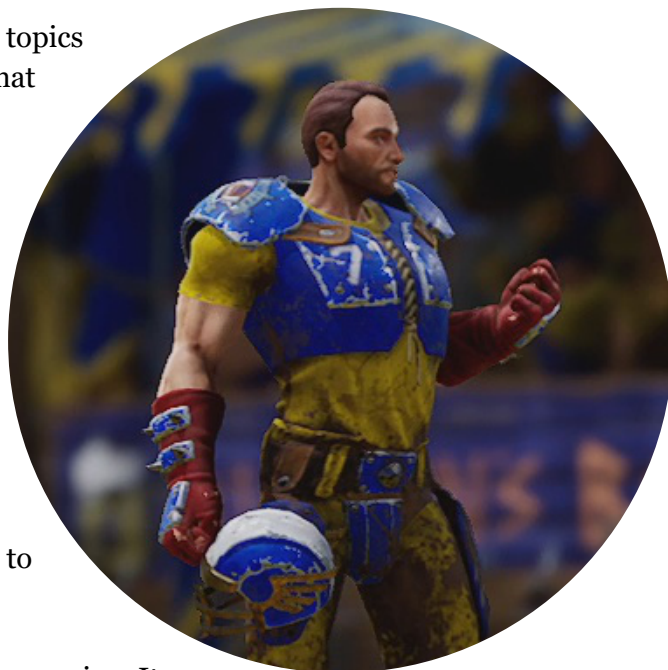
The main difficulty with scoring an OTT is you have to get your primary receiver, the player who has the ball, all the way from the LOS to the end zone. That's a distance of 13 squares. Now bear in mind the Human Lineman, the Blood Bowl player with average stats across the board, can move up to six squares and optionally make dice rolls to Rush a further two squares. There may be faster players in the game but the bottom line is getting to the end zone in a single turn is not going to be an easy task.

There are two main methods of scoring an OTT. The first relies on the Throw Team-mate action to send the ball carrier flying through the air. The second method requires chain pushing the ball carrier multiple squares. Some teams are capable of both.

It's important to remember the odds of succeeding all the dice rolls necessary for an OTT, regardless of method, are low. Even experienced and skilled coaches who know precisely what to do are likely to fail. That said, scoring an OTT in most scenarios is more likely than rolling quad skulls. (This is Nuffle's gentle hint you should consider switching to a more laidback game like Dota2.) We've all rolled more quad skulls than we'd care to remember. So, despite the low odds, it's worth attempting an OTT if the conditions are right.

Those conditions are just one of the topics that will be discussed in the pages that follow. Other topics addressed are formations for teams, specific scenarios and the probabilities involved.

There are some points made ad nauseam. You will definitely tire of hearing how 1D blocks to fill a gap for a chain push are more likely to succeed than 2D blocks requiring a Push. Some counterintuitive points simply need to be hammered home.

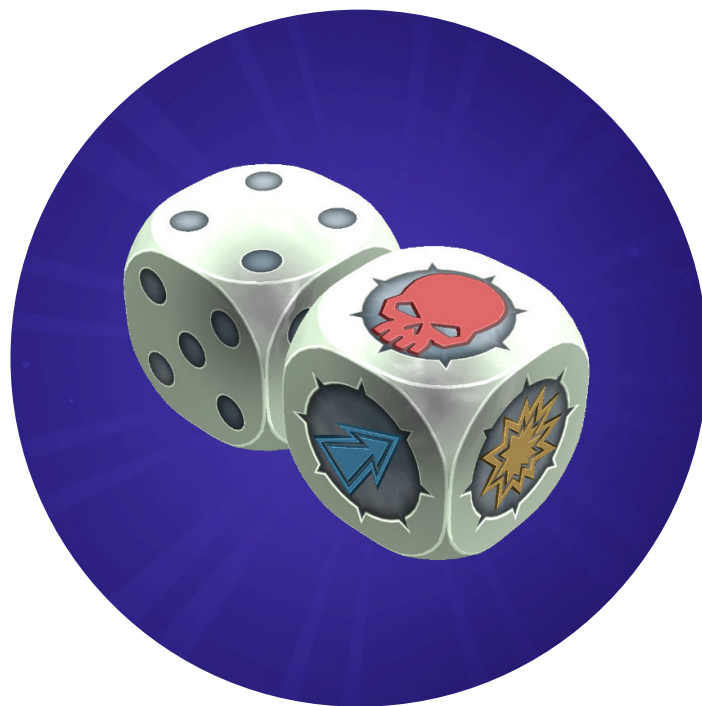


The guide isn't meant to be all-encompassing. It doesn't cover every skill, every formation and every scenario. Instead, the focus is on OTT plays for the fresh TV1000 team comprised of rookies. This is to ensure it has as wide appeal as possible.

That said, the guide is most assuredly not for the veteran Blood Bowl coach who's been playing the game for decades on tabletop or computer. Someone that experienced will know everything there is to know about OTTs. Nor is the guide meant for someone new to the game. There are no explanations of what block dice are, how chain pushing works or what the Frenzy skill does.

This guide is meant instead for the journeyman coach who's played the game, has the basics down pat, has heard of the OTT, has seen the OTT but has trouble figuring out how to pull it off or thinks it's only for grizzled veterans. The ultimate goal is to familiarise coaches with the thinking that goes into OTT plays in order to encourage them to devise superior plays.

PROBABILITIES



Dice and their digital equivalent, the RNG, are a major part of Blood Bowl as they not only determine outcomes during the match but key events before (e.g. the weather and the coin toss). They naturally have a major impact on OTT attempts as well.

The pages that follow will note the probabilities of various actions and there will be some inconsistency in the way they are presented. In some cases, the required result of a D6 will be given (e.g. a 3+ will indicate a 3 or better for a D6 roll). In other cases, the percentage (e.g. a 67%) will be given. Occasionally, both will be listed.

In addition, the percentages might be presented differently depending on context. The chances of succeeding simple and straightforward actions like a Rush will usually be rounded up e.g. 83%. However, when they're part of a complex play that involve over a dozen dice rolls—for instance, chain push OTT attempts—they will usually be presented with greater precision e.g. 83.33%. The reason for this is the overall chances of some OTT plays are so low that presenting them as 0.03% makes more sense than listing them as 0%.

One of the problems determining the likelihood of scoring an OTT is there are a lot of variables involved. We'll get to those variables soon enough but for now, it should be sufficient to note that the overall chance for an OTT, when given, reflects a very specific example in ideal conditions. It's meant to give you a rough idea of what the odds will be like.

Despite their low odds, OTTs aren't in the same realm of probability as infinite monkeys pounding on infinite typewriters accidentally producing a work of Shakespeare. An OTT attempt is not likely to succeed but it is by no means impossible.

Still, it's best to temper your expectations.

To better appreciate the likelihood of scoring an OTT, it's worth reviewing some common Blood Bowl probabilities.

Succeeding at a Rush = 83.33% (5/6)

Succeeding at two Rushes in a row = 69.44% (25/36)

Getting a Push for a 2D block = 55.56% (5/9)

Getting a Pow for a 2D block = 30.56% (11/36)

Getting a Skull for a 1D block = 16.67% (1/6)

Getting a 1 in 9 for a 2D block = 11.11% (1/9)

Getting double skulls for a 2D block = 2.78% (1/36)

Getting a 1 in 9 and rerolling into another 1 in 9 = 1.23% (1/81)

Getting four Pows for four 2D Blocks in a row = 0.87% (14641/1679616)

Getting triple skulls = 0.46% (1/216)

Getting quad skulls = 0.08% (1/1296)

To put that in perspective, let's take a look at some comparable real world probabilities provided by the United States National Safety Council. Being a wild and zany bunch, they've got [a page](#) listing of the odds of preventable deaths in the US in 2024. According to that cheery page, the odds of getting a Skull for a 1D block are the same as the odds of dying of heart disease. The odds of getting a 1 in 9 in Blood Bowl and rerolling into another 1 in 9 are approximately the same as dying by suicide. Getting triple skulls for a 3D block, meanwhile, is about as likely as dying by gun assault. And finally, the odds of being killed by a bicycle in 2024 in the US, 1 in 3093, are roughly the same as the chance of scoring an OTT with a fresh Chaos Chosen team, 0.03%.

What it all comes down to is this: keep an eye out for bicycles.

You just never know.

OTT TIME

There are a few things to consider before attempting an OTT. First and foremost, the score. If it's 0-1 and it's your turn 8, you might go for it. If the score's 2-1 in your favour and it's your turn 16, you're probably not going to bother.

The second major consideration is the number of team rerolls you have left. Most OTT scenarios require making around 10 dice rolls and chances are you'll have used all your rerolls by turn 8 or 16. On turn 16, you might shrug and try it anyway to prevent a loss; on turn 8, you might not. This will also depend on your team. If you have an agile Elf team with useful skills like Dodge and Sidestep, you'd risk it even if you're out of rerolls. If you have a fresh Dwarf team, you might not.

There are couple of things that can prevent an OTT. For one thing, key personnel might be unavailable. If the Ogre is lying face down in the Casualty box, the Human team isn't going to be throwing anyone. You might also lack the numbers. A Dwarf coach with a handful of players left is probably thinking about conceding rather than chain pushing for a touchdown. (That said, a Wood Elf coach managed to score an OTT on turn 16 with [only three players](#) to win the Blood Bowl II Champions Cup in 2017.)

You might decide against an OTT attempt even when you have the players for it. The key players for OTTs—Stunty players for TTM attempts and speedy Catchers for the chain push method—also happen to be fragile. In most scenarios, they might have to make up to six dice rolls to reach the end zone. You might not want to risk losing them due to a failed dodge or Rush.



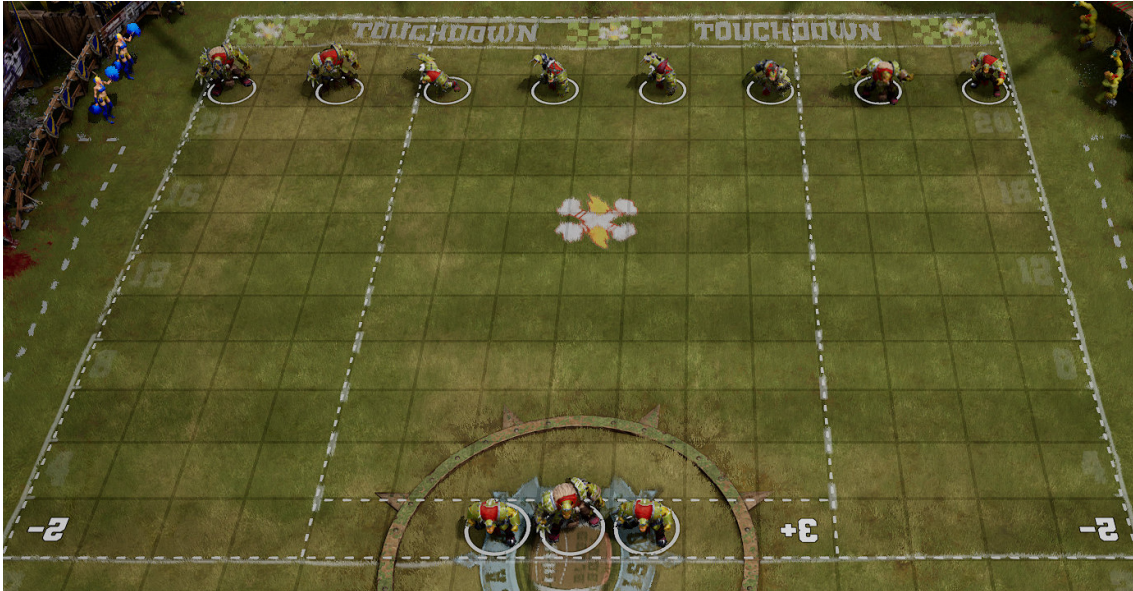
Even after you've set up for an OTT, [the kick](#), [the kick-off event](#) and [the weather](#) can complicate matters or even force you to abort the attempt. It's worth looking at these factors individually but keep in mind these can interact with each other and other factors like inducements in all sorts of terrible ways. For example, if your opponent purchases Prayer to Nuffle inducements and randomly gets the Moles under the Pitch result during a Blizzard, the chance of succeeding a Rush plummet to 50%.

WEATHER

Sweltering Heat	This is an unusual one as it removes one to three players on each team who were on the pitch when the previous drive ended. This could foil your OTT attempt if the affected players include key personnel. Say, the Big Guy or Stunt player you need for your TTM OTT attempt. It's possible to imagine a scenario where it somehow takes out opposition players who could have prevented your OTT attempt without adversely affecting your chances of succeeding but it's best not to pin your hopes on that happening.
Very Sunny	Passing now suffers a -1 modifier which makes TTM efforts even more challenging. Chain push OTT attempts might also be affected as it will be harder to pass the ball to the primary receiver.
Perfect Conditions	Fortunately, the likeliest weather condition doesn't impact OTT attempts in any way. Unfortunately, the Kick-off event might change the weather to something that might. (See Kick-off Events for details.)
Pouring Rain	Picking up the ball and catching it, two key actions for most OTT attempts, suffer -1 modifiers.
Blizzard	Rushes, necessary for most OTT attempts, suffer a -1 modifier. Additionally, passing is limited to Quick Pass and Short Pass range passes. While that's not going to affect TTM OTT attempts since those are limited to Short Throws anyway, it might complicate attempts to get the ball to the primary receiver for some chain push OTT scenarios.

OPPOSITION SETUP

Your opponent will likely anticipate your OTT attempt and will set up players accordingly. The following basic anti-OTT formation is challenging enough in most scenarios.

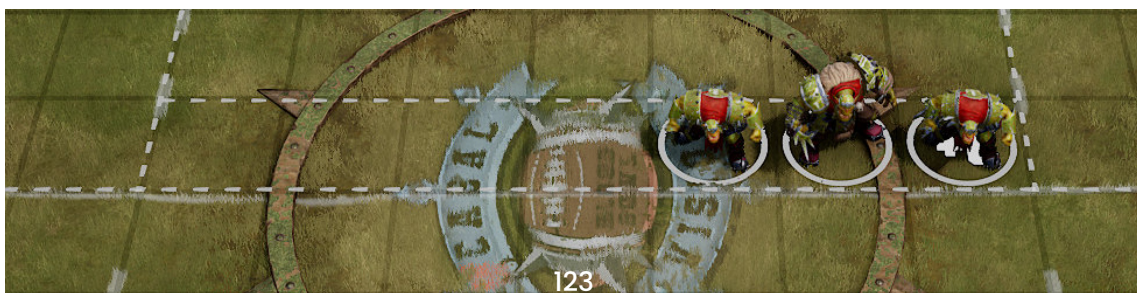
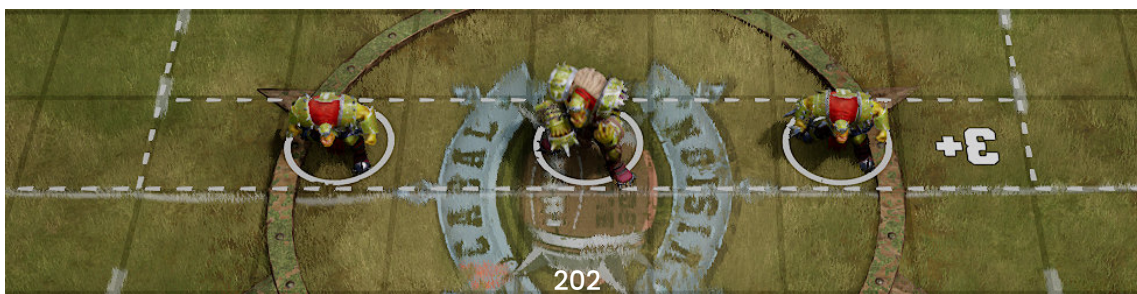


Zooming in to the LOS shows three players, the absolute minimum, have been placed to limit the potential casualties.



The opposing players placed on the LOS are typically going to be cheap rookie linemen who are not going to be missed if they're injured or killed. However, if the opposing coach is determined to prevent an OTT, there might be expensive Big Guys or experienced players with skills like Stand Firm, Sidestep or Disturbing Presence placed on the LOS. Be sure to check those players' skills before you set up your OTT formation.

Distinguishing between various LOS setups will be useful when we take a look at [chain push plays](#) later. Thankfully, someone has already come up with [a method](#).





Closer to the end zone, there's a gauntlet of opponents with overlapping tackle zones to force anyone hoping to score to make multiple dodges.

Without a team reroll, an AG3+ Stunt player with the Dodge skill has a 59% chance of passing that gauntlet, an AG2+ player with Dodge has a 56% chance, an AG3+ player with Dodge has a 28% chance and an AG3+ player without Dodge has an 11% chance.

On top of that, most OTT scenarios will also require two Rushes. Without a team reroll, the odds of succeeding both are 69%. That rises to 93% if the player has Sure Feet.

Once again, that is the basic anti-OTT formation.

There are more challenging ones that make chain pushing seemingly impossible.



We'll take a look at how to deal with anti-OTT formations like those [later](#).

THE KICK



Whether you're attempting a TTM or a chain push, the OTT requires getting the ball to your primary receiver. This will be harder than it may seem because you have no idea where the ball is going to land and scatter after your opponent kicks it.

In the best case scenario, you'd get a touchback when the kick goes out of bounds or scatters back into your opponent's half. If this happens, your chances of scoring an OTT are boosted because you can simply hand the ball to your primary receiver.

Your opponent is naturally going to prevent a touchback by aiming for the centre of your half to prevent the ball scattering off the field. (It may still do so regardless.)

If the ball does land somewhere in your half, you will have to either pick it up or try to catch it if it lands on one of your players. Then you'll have to deliver it to the primary receiver.

You'll therefore need to spread players around your half to make it likely there will be someone close enough to retrieve the ball regardless of where it ends up. If you have players to spare, you should position some fast players deep in your back field and some players closer to the LOS in case the kick is shallow.

If there's an opposing player with the Kick skill, retrieving the ball is going to be even more challenging. The Kick skill, which reduces the scatter area when the ball lands, makes it easier for your opponent, who has seen how you've set up your players, to kick the ball somewhere you don't want it to be. These are the areas that make it difficult if not nigh impossible to get it to your primary receiver.



TTM attempts are particularly tricky if the ball lands in an awkward spot because you won't be able to pass the ball to your primary receiver. You may use only one Pass action per turn and the TTM action itself counts as a Pass action. Thus, you're restricted to a hand-off and of course, you may only use one hand-off action per turn.

The kick also impacts chain push OTT attempts. Your decision to start the OTT sequence with chain pushing or ball retrieval will hinge on where the ball lands. (See [Chain Push OTT](#) for elaboration.)

On The Ball is especially useful in this situation as it enables you to move a player with it up to three squares closer to where the ball is going to land. However, it's an uncommon Passing skill—only the Amazon Python Warrior Thrower and the Lizardmen Chameleon Skink come with it—and most coaches overlook it when levelling up their Throwers.



KICK-OFF EVENTS

Get the Ref	This has no real bearing on an OTT attempt.
Time-out	If this happens on turn 8 or turn 16, you should abort the OTT attempt and switch to a more conservative approach to score in two turns.
Solid Defence	Your opponent might reposition a few of his players to prevent your OTT attempt once he sees how you've set up your players.
High Kick	Being able to place an open player in the square where the ball is going to land will make it easier to retrieve the ball. This can be incredibly useful for slower teams. However, you'll still need to catch it or pick it up and get it to the primary receiver.
Cheering Fans	Ignoring the fact there's only a 9% chance of getting this event and there's an additional roll to determine if your team benefits from it, a +1 assist for your first block after you've set up is only useful in rare situations .
Brilliant Coaching	Winning an additional reroll can only improve your chance of succeeding the OTT attempt. If your opponent wins it, just mutter something under your breath and pray Nuffle doesn't hear you.
Changing Weather	This could complicate your OTT attempt if the weather changes to Very Sunny, Pouring Rain or Blizzard. (See Weather for details.)
Quick Snap	Being able to move a few players one square might make it easier to retrieve the ball and get it to the primary receiver.

Charge!

This could ruin your OTT attempt depending on how the other team set up. Opposing players positioned close to the end zone in [the basic anti-OTT formation](#) are, in most cases, too far away to pose problems. However, [other anti-OTT formations](#) will usually have enough players close to the LOS to foil your OTT attempt.

Dodgy Snack

If your primary receiver is randomly selected and has his MA reduced, it will probably foil your OTT attempt. If a player necessary for your OTT attempt (and this includes an opponent needed for a chain push) is removed, all you can do is shed a tear and let it roll slowly down your cheek. On the other hand, if it removes an opponent standing in the way of your primary receiver's rush to the end zone, it will help immensely since it means fewer dodges.

Pitch Invasion

Like Dodgy Snack, this might be favourable or foul depending on which players are stunned.

TTM OTT

There are three things to keep in mind about the Throw Team-mate action. First, it's considered a Pass action. Second, you're restricted to a Short Throw which has a maximum range of six squares. Third, your thrown player might still be able to score a touchdown even if your Big Guy fails to make a Superb Throw.

The only teams capable of the TTM action are the ones that possess both a Big Guy with that trait and Stunty players with the Right Stuff trait. The Human team, with both an Ogre and a Halfling Hopeful, is capable of scoring this way; the Imperial Nobility team, which has an Ogre but lacks a player with the Right Stuff trait, is not.

The Ogre team is unusual in that it may also field an Ogre Runt Punter, a Big Guy with the Kick Team-mate trait. This lets the team use both the TTM action and the Kick Team-mate Special Action in a single turn to send a Gnoblar Lineman flying over a dozen squares. In theory.

The TTM OTT method generally requires fewer dice rolls than chain pushing. However, it does rely on a Big Guy and as anyone who's played Blood Bowl can attest, that's not a good idea. The Big Guys capable of the TTM action also suffer from nega-traits (e.g. Bone Head, Really Stupid, etc.) which generally require rolling a 2+ on a D6 before attempting anything.

If those nega-traits aren't bad enough, Big Guys also have the Loner trait. Depending on the Big Guy, that might require either a 3+ or 4+ on a D6 roll before being allowed to use a team reroll for a failed action. For instance, a nega-trait check. Many a TTM attempt has been foiled by a Big Guy who failed both the nega-trait and the Loner checks.



When it comes to TTM attempts, the Troll is particularly unreliable even by Big Guy standards. On top of the Really Stupid nega-trait, the Troll has an additional nega-trait, Always Hungry, which might cause him to eat rather than throw his team-mate. At the other end of the spectrum, the Treeman's Take Root nega-trait, which keeps him rooted to the spot if he fails the check, doesn't adversely impact TTM attempts as long as the Halfling to be thrown is next to him. The Treeman's other advantage is the Strong Arm skill which provides a +1 modifier for the TTM action.

Once the Big Guy has completed the nega-trait check, the next step is the actual throw. You do have the option of moving the Big Guy before doing this and it might be a good idea to move the Big Guy one square ahead of the Stunt player on the LOS before picking him up. The Stunt player might scatter in the wrong direction when he lands so you should take every opportunity to get him as close as possible to the end zone.

Then comes the accuracy check for the pass. Big Guys aren't renowned for their passing ability so a Quick Throw (anything up to three squares away) will typically require a 5+ result on a D6 (or a 33% chance) to count as an Superb Throw. However, the OTT requires throwing a Stunt player six squares which makes it a Short Throw with a -1 modifier. Some coaches pass up the opportunity to try a TTM OTT in the belief that the Big Guy will need to roll a 6 for a Superb Throw. That's not so.

A Superb Throw (in most cases, a 6 or a 17% chance) does improve the odds of the Stunt player landing on his feet but he might be able to accomplish the same thing with a Subpar Throw (a 3+ or a 67% chance) despite the -1 modifier for the landing. If you do achieve a Subpar Throw, you should resist the impulse to reroll for a Superb Throw because there's a risk the Big Guy might not pass the Loner check. Save the reroll for the Stunt's landing instead.

There's an Agility check to determine if the Stunt lands on his feet after the 3D8 scatter from the target square. An AG3+ Stunt requires a 3+ (a 67% chance) for a Superb Throw or a 4+ (a 50% chance) for a Subpar Throw to land safely.

There are additional considerations. A -1 modifier is applied to the previous Agility check for every opponent marking the square the Stunt player lands in. If, however, the Stunt player lands on an opponent, it's a turnover.

An opposing coach determined to make things difficult for you is going to pack the area where your Stunt player is likely to end up after the scatter—typically six to eight squares away from the LOS—with players and tackle zones.

The major takeaway from all this is, counterintuitively, a TTM OTT attempt with a Subpar Throw (a 3+ for the throw and a 4+ for the landing or 33% overall) is more likely to succeed than one with a Superb Throw (a 6 for the throw and a 3+ for the landing or 11% overall).



Assuming the Stunt player has landed safely, he still has work to do. If he is within range of the end zone after the scatter, he might have to make three dodges and two Rushes to score the touchdown. An AG3+ Stunt player with the Dodge skill has a 41% chance of succeeding those five rolls.

Given the number of dice rolls involved in retrieving the ball, the TTM action and the rush to the end zone, it's unsurprising most TTM OTT attempts fail. If that wasn't bad enough, failure usually means the Stunt player involved ends up injured or worse. Granted, Stunt players are cheap enough that they're practically disposable. Still, it's perfectly understandable if you feel salty after an injury.

There are a few skills that improve the odds but they're not easy to acquire. Passing skills like Pass or Accurate would help with the throw and Pro would help with the nega-trait check but those are secondary skills for Big Guys. More realistic picks are the Strength skills Strong Arm, which provides a +1 modifier for TTM attempts, and Bullseye, which prevents the scatter for the landing.

The Stunt player to be thrown would benefit from having Agility skills like Catch to avoid dropping the ball during the hand-off and Sure Feet and Sprint for the rush to the end zone. The problem is Stunt players tend to expire before they gain a lot of useful skills (or immediately after they do). The Doom Diver's Swoop trait will prevent scattering in the wrong direction during landing but that player is exclusive to the Goblin team.

With all that out of the way, let's take a look at one possible TTM scenario with a Human team. Both the Ogre, the player doing the throwing, and the Halfling Hopeful, the player being thrown, are on the LOS. Their central position not only makes it easier to get the ball to the Halfling but it also maximises the range of the Ogre's throw to make it more likely the Halfling will land and scatter within range of the end zone.



The ball has thankfully landed in a convenient spot. The Thrower, Catcher, Lineman and the Blitzer on the LOS are all close enough to pick it up and hand it to the Halfling. Given all those choices, who's the best pick to retrieve the ball?

The answer depends on whether you have a team reroll. The Thrower has Sure Hands to reroll a failed pick-up but needs to make a Rush for the hand-off to the Halfling. The Catcher, the Lineman and the Blitzer can all accomplish the same objective without making a Rush but none of them have Sure Hands.

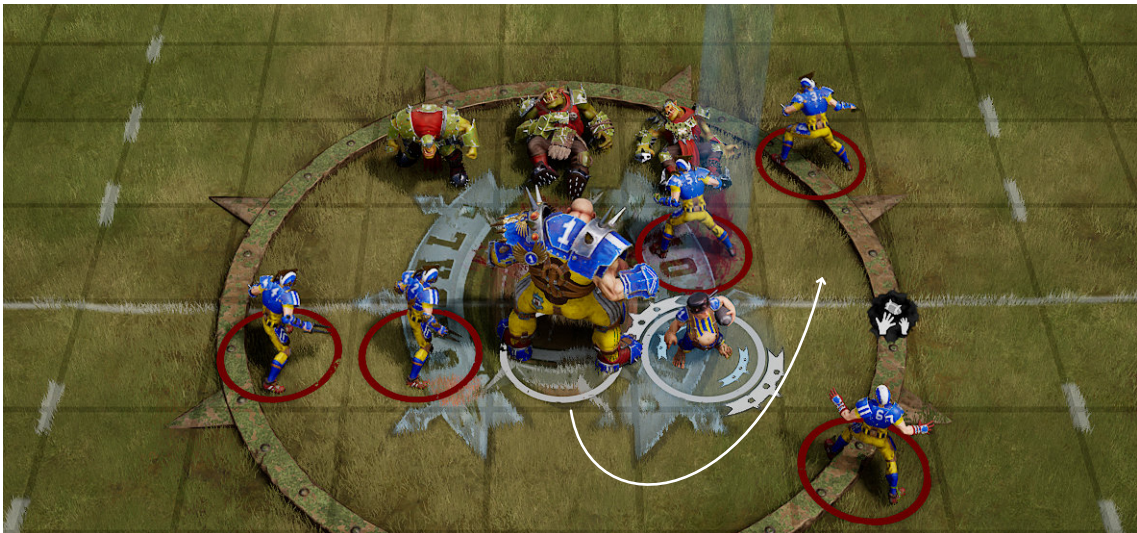
The chances of the Thrower successfully retrieving the ball and handing it to the Halfling are 74% without a team reroll and 86% with one. The chances of successfully doing the same with the other players are 67% without a reroll and 89% with one. If you're out of rerolls, the Thrower is the obvious choice thanks to his Sure Hands skill. If you have at least one reroll, it's a tougher call to make. You might be tempted to save your team reroll(s) for the other actions necessary to pull off this play.

Before retrieving the ball and running it over to the Halfling, though, you should ensure both the Ogre and the Halfling are unmarked.



After a blitz and two blocks, two Orcs on the LOS have been knocked down and the third pushed away leaving both the Ogre and the Halfling free.

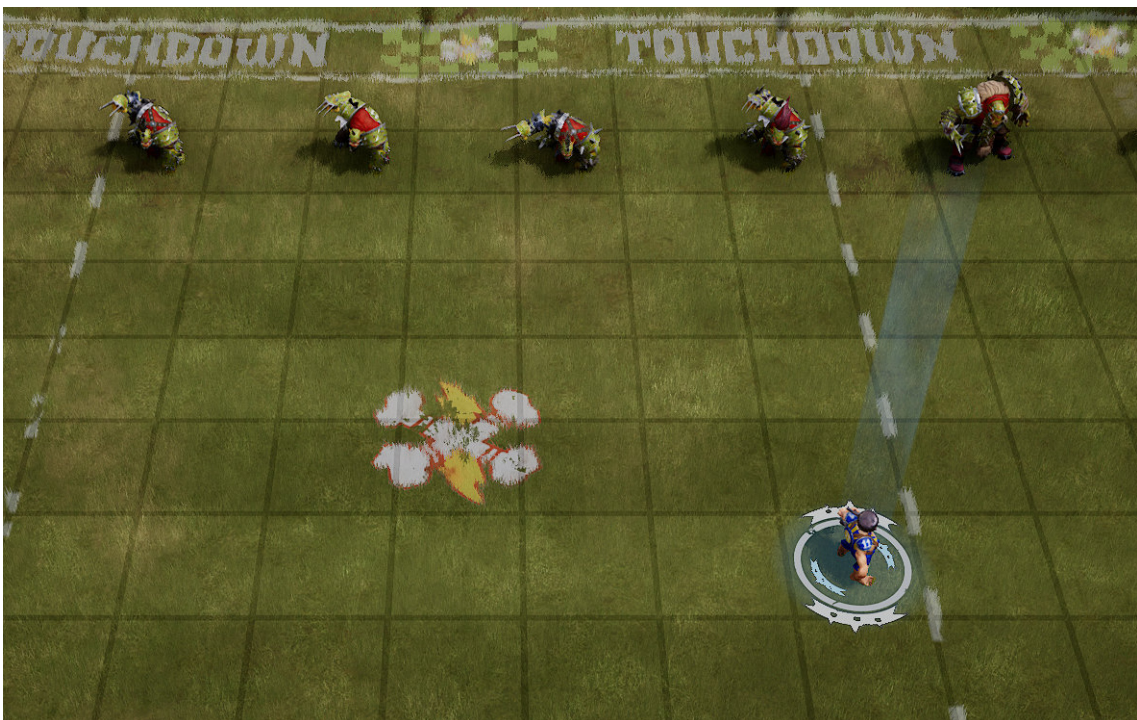
Once the Catcher hands the ball to the Halfling, it's time for the Ogre to do his thing. If, that is, he feels like it. It only takes a 2+ (or 83% chance) to pass the Bone Head check but it would be unwise to underestimate a Big Guy's extraordinary ability to screw up an important play.



Before the Ogre grabs the Halfling, though, he should take the opportunity to move ahead to the square indicated in order to maximise the distance the Halfling is thrown. You never know which direction the Halfling is going to scatter upon landing so it's best to improve the odds of landing within range of the end zone.



In this particular instance, the Ogre has passed his Bone Head check but failed to roll a 6 to ensure his Short Throw is a Superb Throw. As noted previously, that's not a problem since the Halfling could also land on his feet with a Subpar Throw (a 3+). It's worth repeating this: if it's a Subpar Throw, do not reroll for a Superb Throw. Save the reroll for the Halfling's landing instead.



Having scattered within range of the end zone and landed safely, the Halfling now has to make three dodges and two Rushes to score the touchdown.



Let's take a look at the probabilities involved.

The first part required making three 2D blocks to free the Ogre and the Halfling. Since the Blitzers doing the blocking all had the Block skill and the Orcs on the LOS didn't, the chance of succeeding all three blocks (i.e. avoiding double skulls for each) were 92%.

Next, the Catcher had to pick the ball up (a 67% chance of success) and hand it over to the Halfling (67%).

Then the Ogre had to pass his Bone Head check (83%), grab the Halfling and achieve at least a Subpar Throw (67%) to give the Halfling a 84% chance of scattering within range of the end zone and a 50% chance of landing safely.

The Halfling has the Dodge skill but he still had to make three dodges (67% for each of them since he has the Stunty trait) to slip past the Orc gauntlet. Lastly, he had to make two Rushes (83% for each) to reach the end zone.



The chance of succeeding all those rolls was 5%. That may seem terrible but to put that in perspective, the chance of getting double skulls for a single 2D block is 3%.

CHAIN PUSH OTT

Although all teams are theoretically capable of scoring an OTT using the chain pushing method, some are clearly better suited than others. Skaven teams are particularly adept at it thanks to their lightning-quick Gutter Runners and superb Throwers. Scoring an OTT with a slow, plodding Dwarf team, on the other hand, will require Nuffle's personal intervention.

The chain push OTT involves making multiple blocks to chain push the primary receiver, usually the fastest player on your team, to get within scoring range. The slower the primary receiver, the more blocks are necessary. An MA9 Skaven Gutter Runner might require only two blocks; an MA6 Dwarf Runner might require seven.

This is one of the few situations in Blood Bowl you'll be hoping not to knock down the target of your blocks. Instead, you need the Push result for almost every block. The only exception is the final block as a Pow or Defender Stumbles result is not just acceptable but preferable since that would leave the primary receiver unmarked at the end of the chain push phase.

As there are two Push results on each six-sided Block die, the chance of getting a Push result is 33.3% for a 1D block, 55.6% for a 2D block and 70.4% for a 3D block. You might also find it necessary on occasion to make a -2D block (also known as rolling uphill or a half-die block) to target a stronger opponent or an opponent who has more assists. The chance of getting a Push result for a -2D block is 11.1% and that increases to 21.0% with a team reroll.

However, chain push OTT attempts require getting Push results in succession. The chance of getting Pushes for two 2D blocks in a row is 30.9%, 17.1% for three 2D blocks, 9.5% for four 2D blocks, 5.3% for five 2D blocks and 2.9% for six 2D blocks. It should be now clear why Skaven might find chain push OTT attempts easier than Dwarfs.

The chain push OTT method can be divided into three distinct phases: getting the ball to the primary receiver, chain pushing the primary receiver multiple squares and getting the primary receiver to the end zone.

If the final phase is obvious, the first is not. You might be tempted to start with ball retrieval simply because it's more straightforward than chain pushing. That might not always be the best choice because failing any of the moves for ball retrieval—picking the ball up and getting it to the primary receiver—immediately results in a turnover.

The advantage of starting with the chain pushing phase is that it allows you to fall back to maximising blocks in the hopes of removing one or more opponents if you fail to get any of the pushes necessary. (That said, there could still be a turnover if you're unfortunate enough to get nothing but skulls for your blocks.)



In the example above, the primary receiver, the Catcher, has been pushed three squares at the end of the chain push phase and is now in scoring range. (Note, however, he is still being marked by an Orc Lineman.) The ball is 12 squares away but fortunately, there is a Thrower nearby. He can retrieve the ball, make a Rush and throw a Short Pass to the primary receiver.

However, there will be times when ball retrieval must come first. If the ball lands in an awkward spot, you might have to immediately get it to the primary receiver because he would otherwise be out of range once the chain push phase is complete. There will also be times when you'll start with a couple of chain pushes to ensure the primary receiver has fewer opponents around him, get the ball to him and then complete the final chain pushes necessary to move him within range of the end zone. Ultimately, you will have to assess the situation and decide which approach is best.

There are useful player skills for each phase. Ball retrieval will be easier with On The Ball, Sure Hands, Pass, Accurate, Catch and Pro.

Skills that impact blocks will be useful during the chain push phase. Frenzy and Multiple Block will help if you're missing players for the drive but require a lot of thought during setup and before blocks. Guard will provide additional assists but is nullified if there are opponents with Defensive on the LOS. Dauntless might come in handy if there are ST4 or ST5 opponents on the LOS. Grab prevents an opponent from using Sidestep but has no effect if there isn't an unoccupied square. Hypnotic Gaze is great for temporarily nullifying annoying skills like Stand Firm and Sidestep but is only available to the Vampire team and a few Star Players. Juggernaut turns a Both Down result into a Push and prevents Stand Firm but only works during a blitz. Brawler lets you reroll a Both Down result but doesn't work for a blitz.

Useful skills for the primary receiver include Catch, Extra Arms, Monstrous Mouth and Nerves of Steel to avoid spilling the ball during a catch or hand-off. Sidestep could come in handy during the chain push phase. Dodge, Two Heads, Sure Feet, Sprint and in some cases, Leap (or the Goblin Pogoer's Pogo trait) and Very Long Legs will help during the final rush to the end zone.

Due to the complexity of the chain pushing phase, it's best to break down the moves diagrammatically. Unfortunately, there doesn't appear to be a standard method for presenting Blood Bowl plays so the following will have to do.

Here's a typical formation for a chain push OTT attempt.



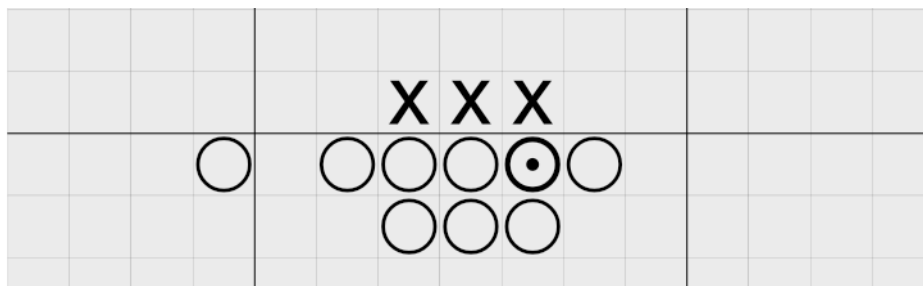
The Orcs are in the basic anti-OTT formation usually seen on turns 8 and 16. The three Orcs on the LOS are in the 101 formation with the rest spread out near the end zone forming the classic gauntlet.

The Human team has fielded the maximum of 11 players. Most of them are near or on the LOS in a formation that clearly signals an OTT attempt is imminent. A Thrower and a Catcher have been positioned deep. Their job is to get the ball to the primary receiver with a pass or a hand-off or a combination of both actions. The ball has landed conveniently close to them so getting it to the primary receiver on the LOS shouldn't present too much of a challenge.

As we're mainly interested in the chain push phase, the players assigned to ball retrieval can be ignored. The focus will instead be on the packed scrum on the LOS since that's where the most interesting moves take place.



The above formation can be represented in diagram form thusly:



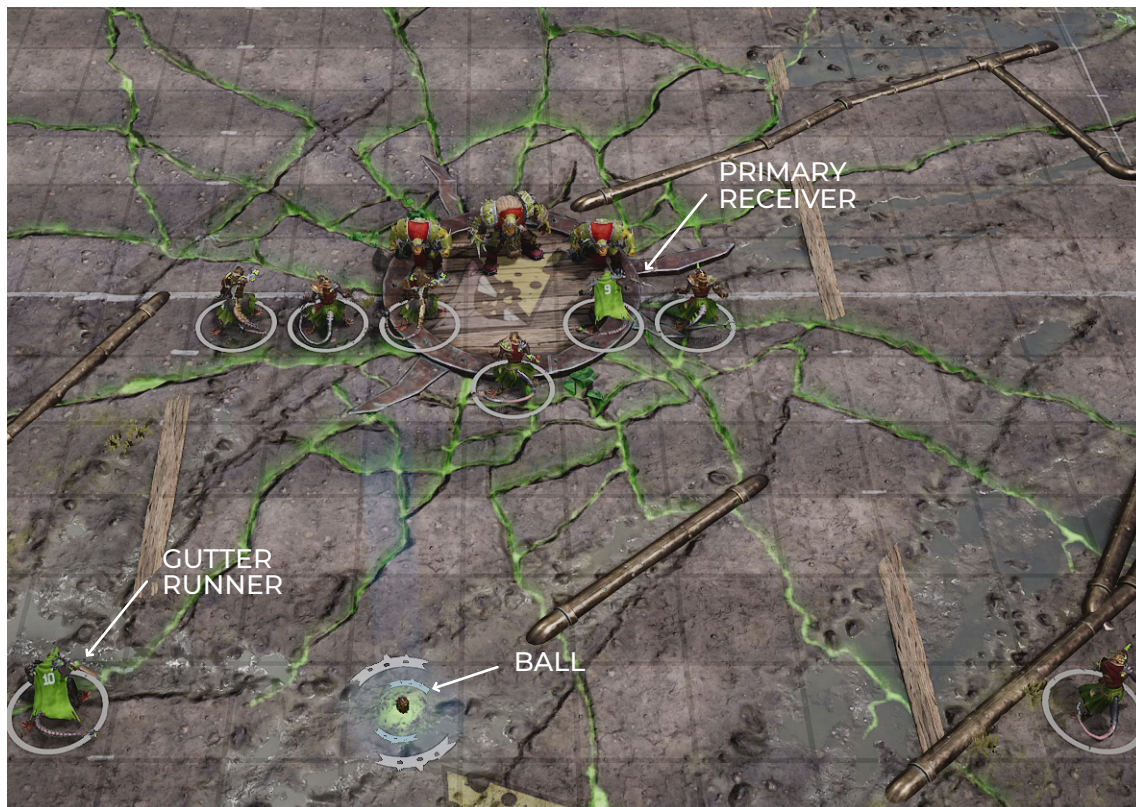
The following symbols will be used in diagrams:

- ⊙ primary receiver or ball carrier
- player ready for activation
- X opponent
- player completed activation
- └ player blitzing or blocking
- ← player moving
- ⬅ player being pushed or chain pushed

To illustrate how chain push OTT plays are represented in diagram form with those peculiar symbols, let's take a look at an example.

This scenario features the Skaven, a team that has a relatively easy time scoring an OTT. It takes only two pushes to get an MA9 Gutter Runner within range of the end zone and the Skaven don't need many players to accomplish that. That's a good thing since the Skaven aren't renowned for their durability and are unlikely to field a full team of 11 come OTT time.

It must be emphasised that you will need at least one player positioned deeper to retrieve the ball and get it to the primary receiver. The chain push OTT diagrams, however, will focus exclusively on the chain push phase.



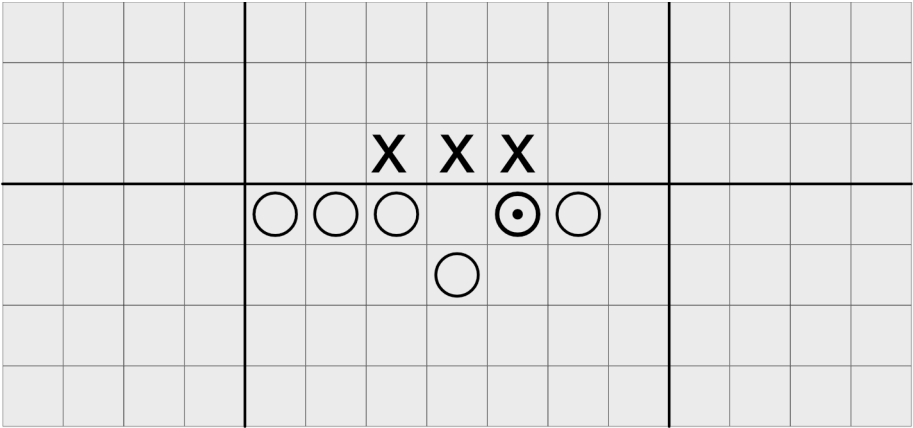
In this example, six players have been positioned on or close to the LOS with another two players positioned deeper to get the ball. The ball has landed conveniently close to a Gutter Runner who can pick it up and hand it off to the primary receiver, another Gutter Runner, on the LOS. The Gutter Runner tasked with ball retrieval has enough movement that he can accomplish that task even after the primary receiver has been pushed two squares.

That being the case, we can begin the OTT sequence with the chain push phase. This gives us the option of maximising blocks in the hopes of removing some opponents and gaining some SPP if we fail to get pushes necessary.

Once again, we’re going to focus on the LOS for the chain push phase.



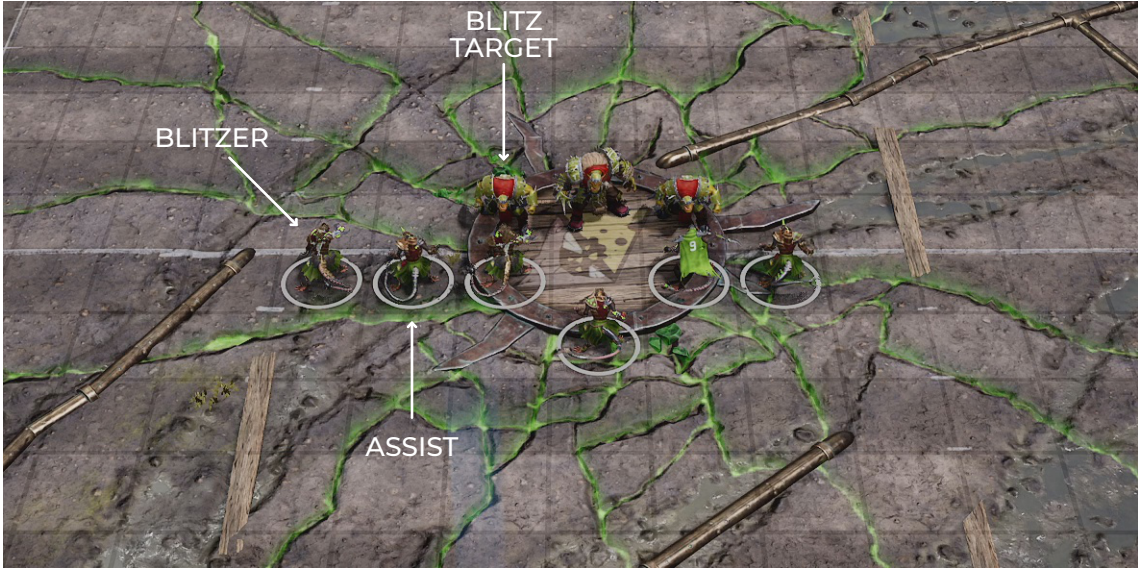
Here’s that same setup represented in diagram form:



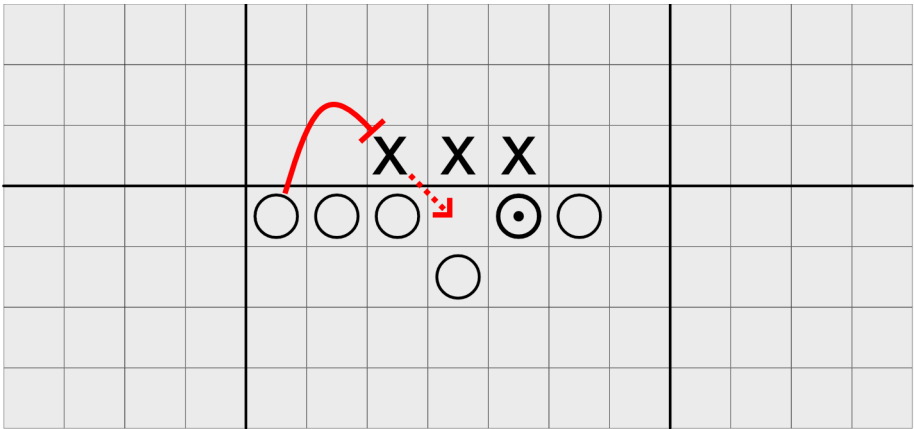
As a quick reminder:

- X represents opponents
- ⊙ represents the primary receiver, the player who will rush the ball to the end zone
- represents players ready for activation

The first step is the blitz and the best player for this is the Skaven Blitzzer. The Blitzzer's Block skill might not be relevant when it comes to getting a Push result but it will at the very least prevent a turnover if the best result is a Both Down. The target for the blitz is an ST3 Orc Lineman so it will be a 2D block thanks to the Lineman's assist.



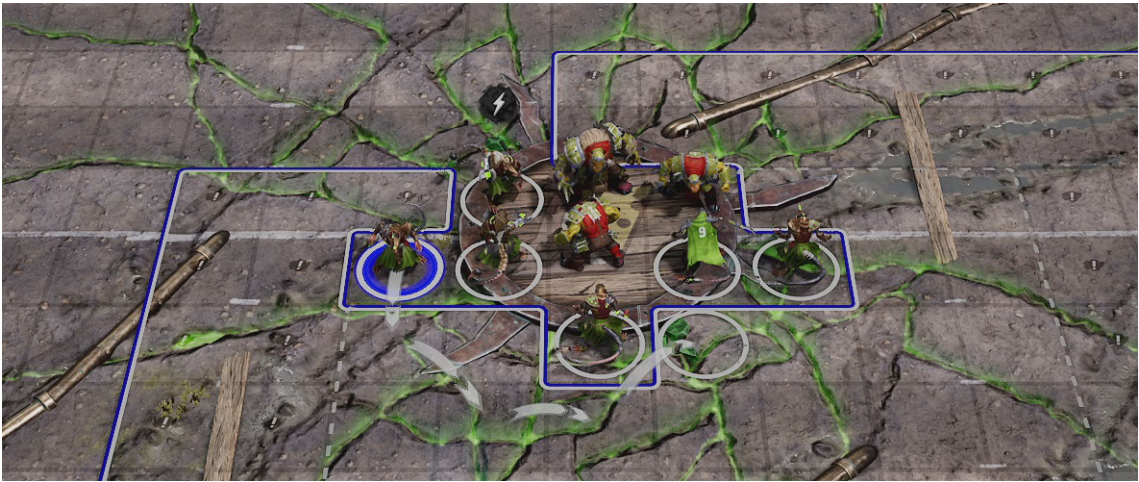
In diagram form, the blitz is represented thusly:



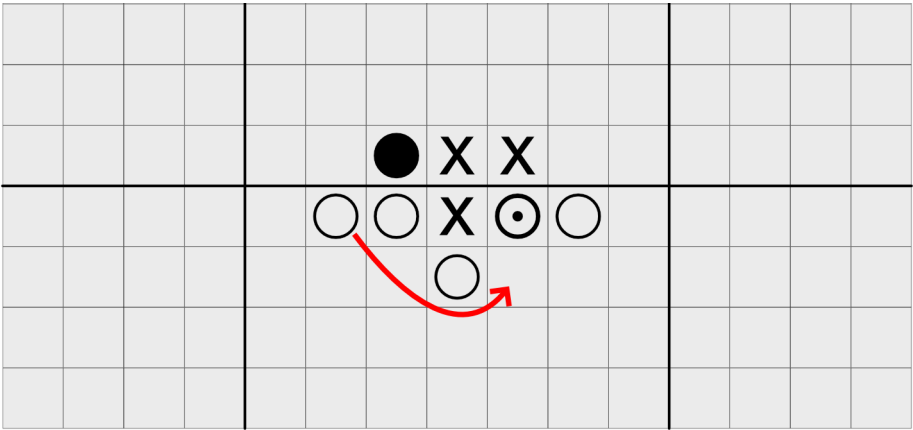
The symbols in red are as follows:

-  represents the player blitzing
-  represents a player being pushed

The next step is to fill a gap to set up the second push. To do this, we're going to move the selected Lineman to the spot indicated:



Here's that same action represented in diagram form:



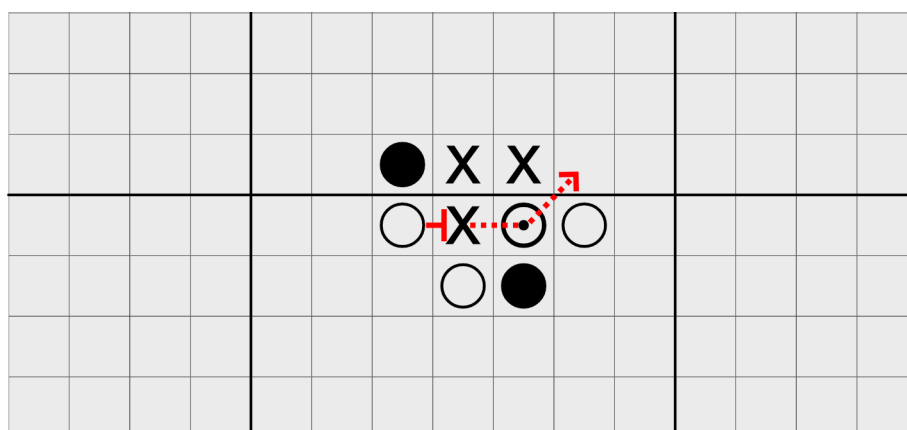
The new symbols introduced are as follows:

- represents a player who has completed his activation
- ← represents a player moving

The second 2D block will push the Orc Lineman into the primary receiver who will be pushed in turn one square diagonally into the opponent's half.



In diagram form:



The actions are represented with the following symbols:

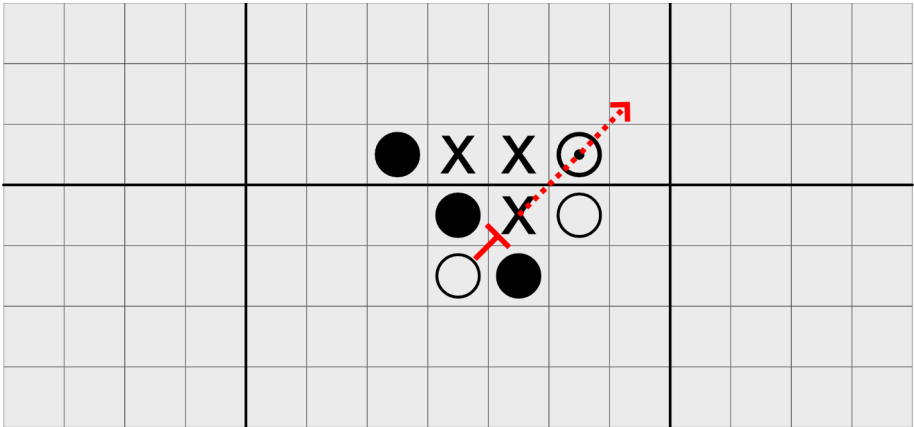
 represents a player blocking

◀..... represents players being pushed or chain pushed

The final 2D block will push the Orc Lineman once again into the primary receiver who will be pushed deeper into the opponent's half in turn. Remember, a Push result is not necessary for the final block. A Pow or Defender Stumbles result is actually preferable since it will leave the primary receiver unmarked.



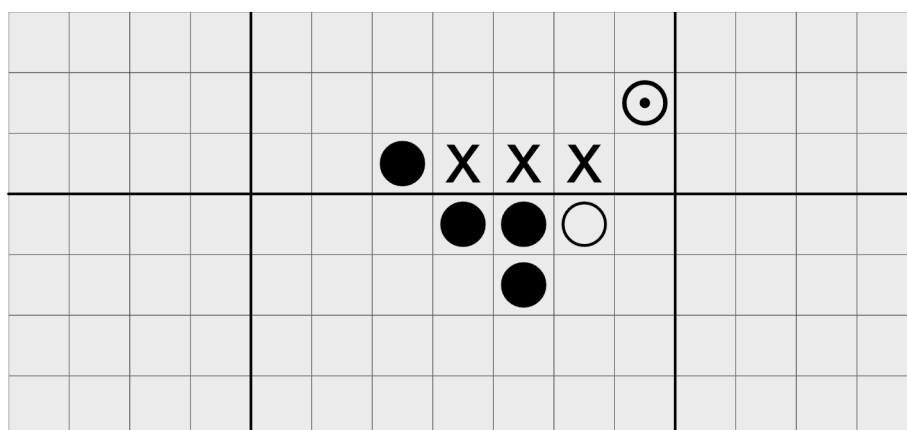
In diagram form:



The now-unmarked primary receiver has been pushed two squares and being an MA9 Gutter Runner, can now reach the end zone with two Rushes.



Here's what the end of the chain push phase looks like in diagram form:



Note that there's a player who hasn't been activated yet. That unactivated player, who was there primarily to fill a gap for the final 2D block, could have made an additional 2D block if the Orc Lineman next to the primary receiver hadn't been knocked down.

There are two reasons to ensure the primary receiver is unmarked at the end of the chain push phase. First, he'll find it easier to hold on to the ball when it's passed or handed off to him. Second, he won't need to dodge away. This is an important consideration for primary receivers who lack the Dodge skill and have only average agility (e.g. a rookie Bretonnian Knight Catcher).

The primary receiver is going to have a tough enough time getting to the end zone. He has to get past a gauntlet of snarling opponents hoping to trip him up and on top of that, he has to make lung-bursting Rushes as well. The fewer additional dice rolls he has to make, the more likely he is to succeed.

Let's take a look at the probabilities involved. It took three 2D blocks to chain push the primary receiver two squares. The first two had to be a Push but a Pow, a Defender Stumbles or a Push were all acceptable for the third. So, the chance of succeeding the first two 2D blocks was 30.9% (55.6% and 55.6%) and the chance of succeeding the third was 88.9%. The overall chance of succeeding this play was therefore 27.4%.

Of course, that doesn't take into account ball retrieval and the primary receiver's run to the end zone.

In this example, the ball retrieval phase required the AG2+ Gutter Runner close to the ball to pick it up (83.3%) and hand it off to the AG2+ primary receiver (83.3%). There was a 69.4% chance of succeeding the ball retrieval phase.

The final phase required the primary receiver (who has the Dodge skill) to make three dodges at 50.0%, 66.7% and 83.3% to get past the Orc gauntlet close to the end zone and make two Rushes (at 83.3% each) to score. There was a 38.5% chance of succeeding the rush to the end zone.

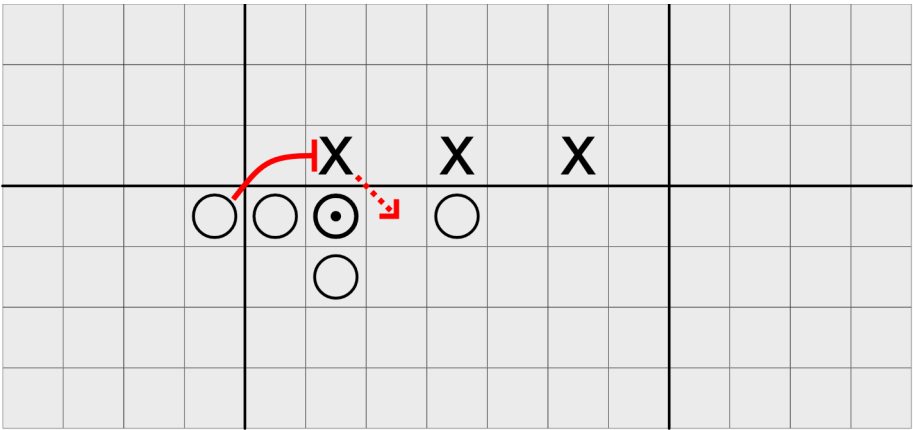
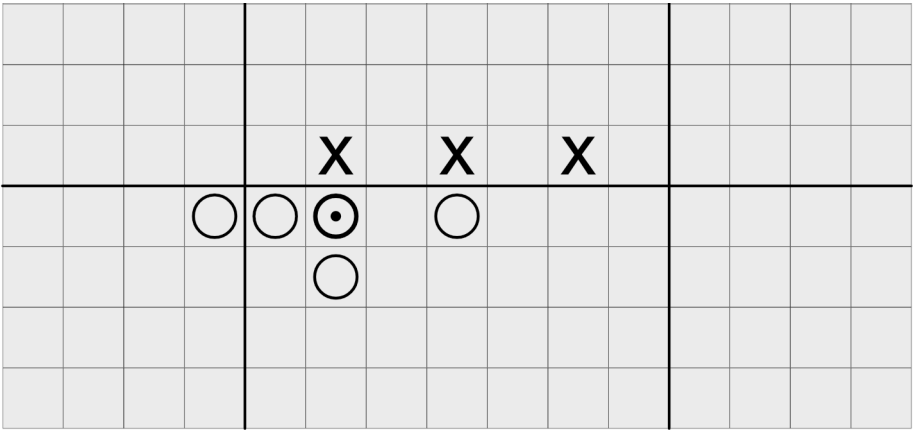
Put all that together and the overall chance of succeeding this particular scenario was 7.4% without a team reroll and 20.7% with one. If 7.4% seems low, remember that the chance of getting a 1 in 9 for a 2D block are 11.1%.

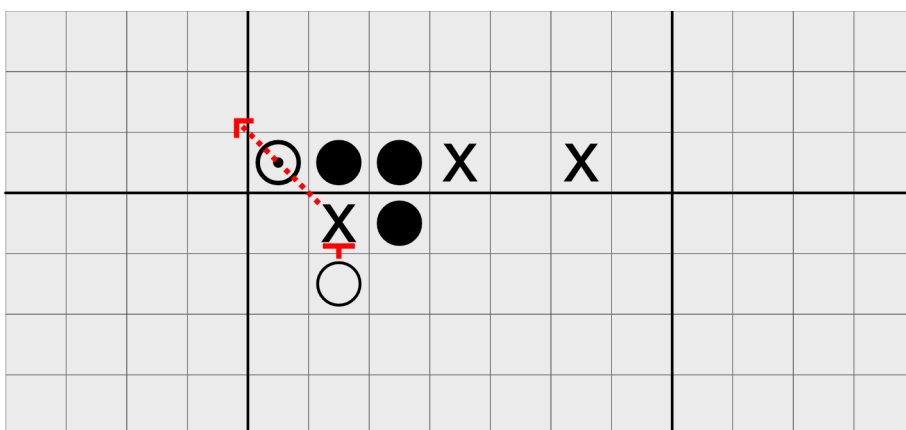
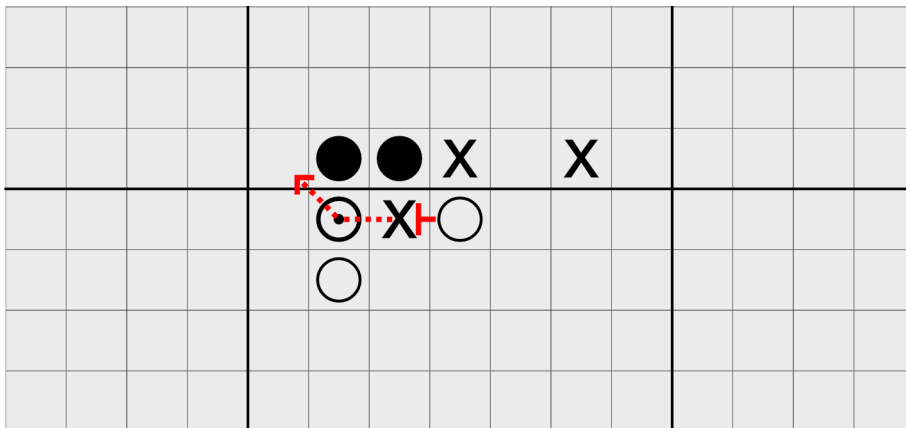
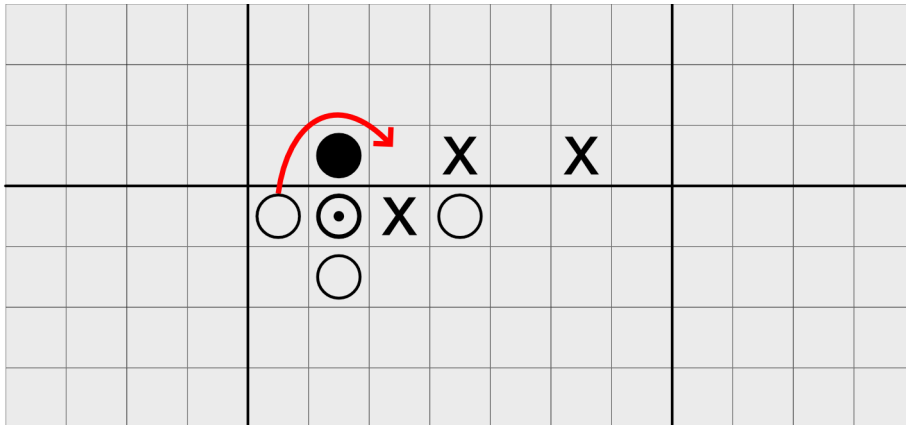


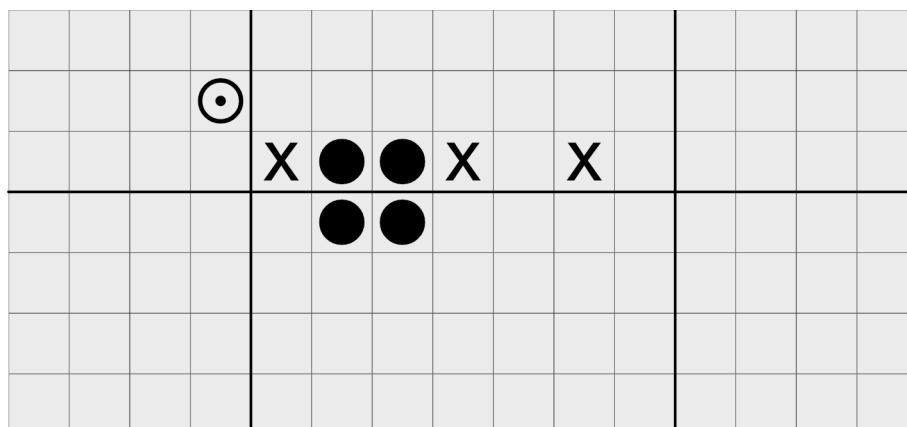
That said, this is a straightforward scenario in ideal conditions for a team that has a relatively easy time scoring an OTT. The odds are going to be much worse for slower teams.

You’ve hopefully become accustomed to the diagrams and symbols. See if you can suss out the moves necessary for the following play. If it remains indecipherable, consider reviewing the previous pages.

For this Skaven chain push OTT play, the opponents on the LOS are in the 202 formation. Also note that this play uses only five players for the chain push phase.







The following pages will provide some chain push phase plays for various scenarios. For the most part, they've been designed for fresh teams. Most coaches aren't going to have much use for a play with exotic prerequisites like an MA7 primary receiver with Sidestep and two players with Grab.

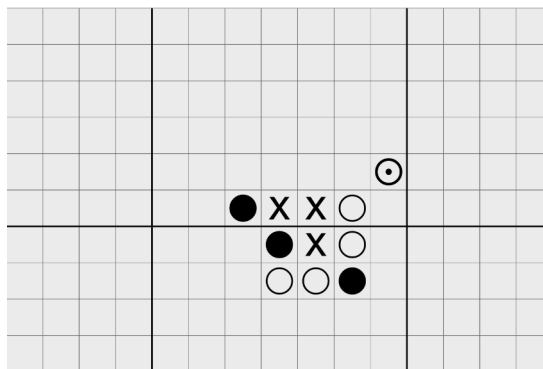
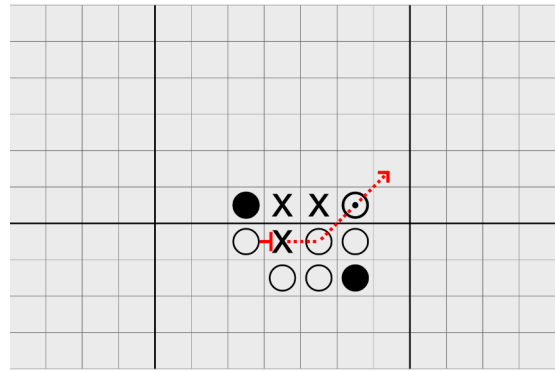
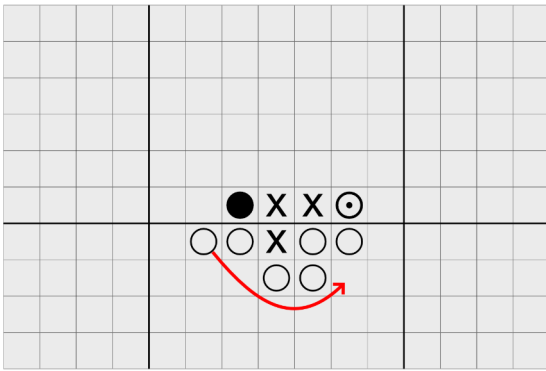
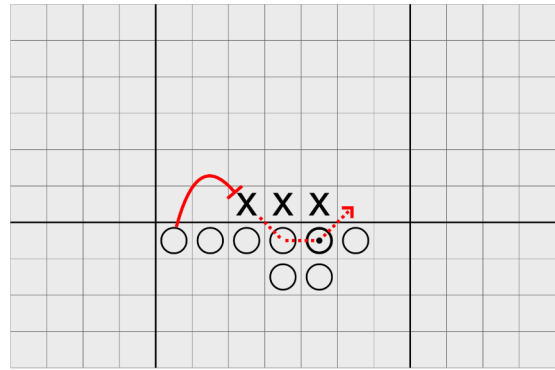
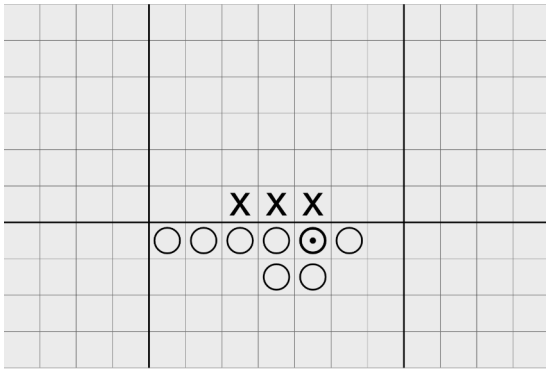
The main idea is to maximise the odds of success. That means making 2D blocks instead of 1D blocks and avoiding dodges and Rushes to reposition players whenever possible. A secondary consideration is minimising the number of players required. There are a variety of ways players might be lost during the course of a match—blocks, failed dodges, fouls, etc.—so a coach might not have a full team for an OTT attempt. Every player included in a play is there for a reason. Players who weren't activated were needed to fill gaps for chain pushes or to provide assists.

Most of these plays assume the players blocking and the opponents defending are ST3. If you have ST4 players at your disposal, you may not need assists for some blocks. Another assumption is that the opponents on the LOS lack skills like Dodge, Sidestep or Stand Firm.

Coming up with a method for naming plays and trying to distinguish between them was a challenge. Rest assured there was some thought put into a name like “MA7 101 7P 2 FRENZY” and it wasn't simply the result of a cat tapdancing on the keyboard. The first part of the play name lists the primary receiver required, the second describes the formation of the opponents on the LOS, the third lists the number of players required for the chain push phase including the skills required (if any). Thus, “MA7 101 7P 2 FRENZY” requires an MA7 primary receiver, has opponents in the 101 formation on the LOS and requires seven players including two with the Frenzy skill.

Finally, keep in mind that a play requiring an MA7 primary receiver and a Frenzy player might have been designed with the Dark Elf team in mind but it will be of use to the Norse, Necromantic Horror and Chaos Renegades teams as well.

MA9 101 8P

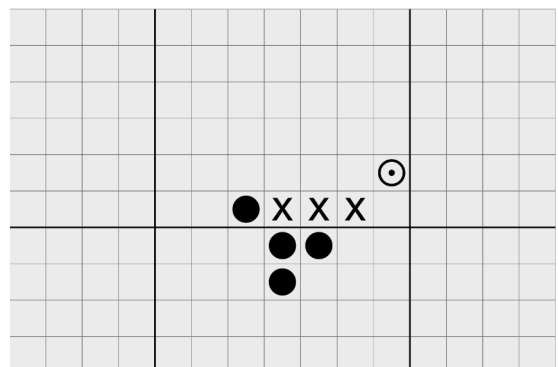
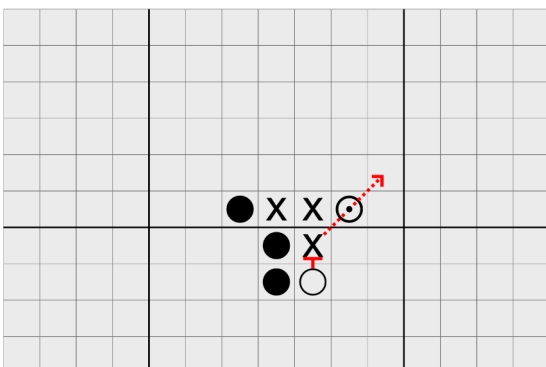
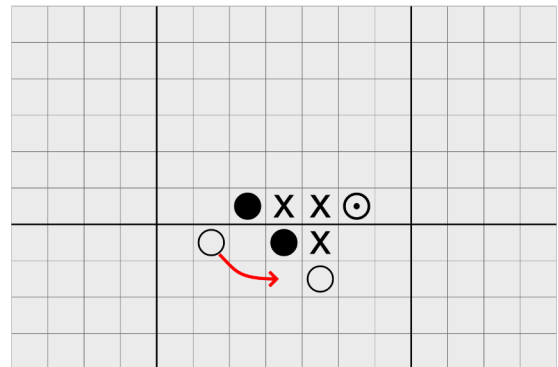
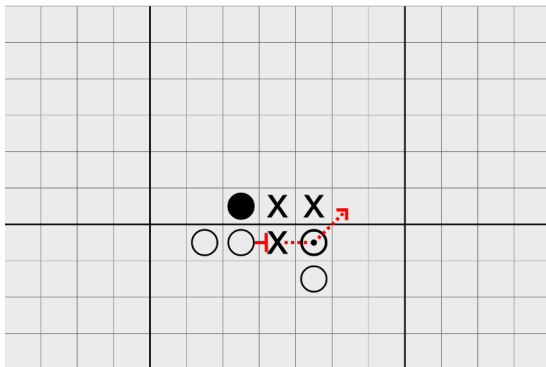
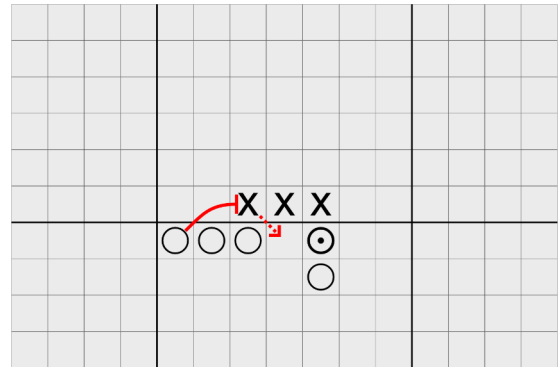
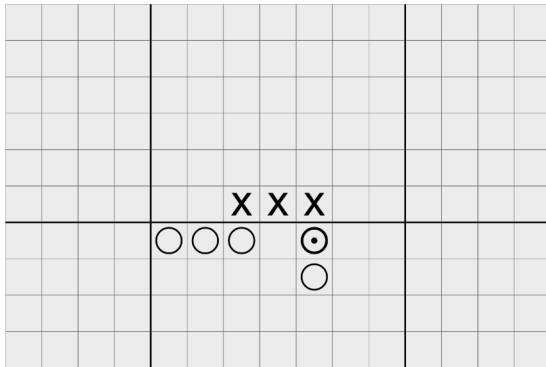


This is the simplest chain push phase play for a fresh Skaven team. It requires eight players but only needs two 2D blocks to push an MA9 Gutter Runner within range of the end zone. There's a 49.4% chance of pulling this off. That, of course, excludes ball retrieval and the run to the end zone.

MA9 101 5P

This is a variation of [the play](#) used to introduce the diagram and symbols.

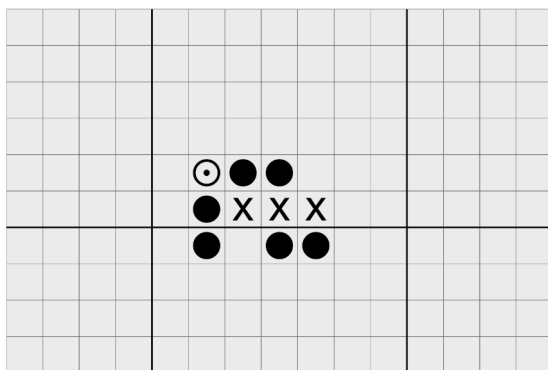
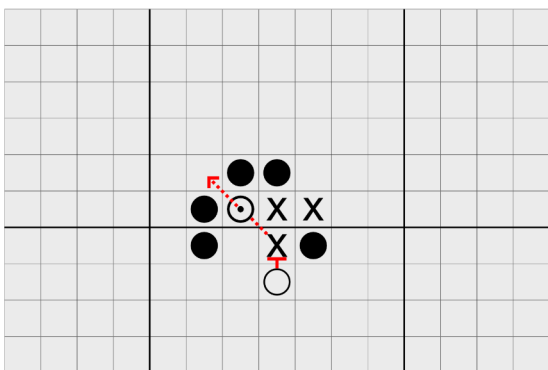
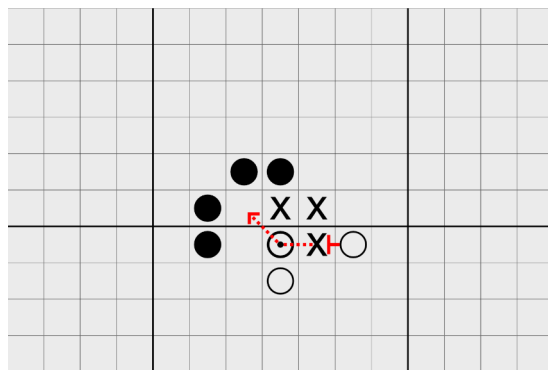
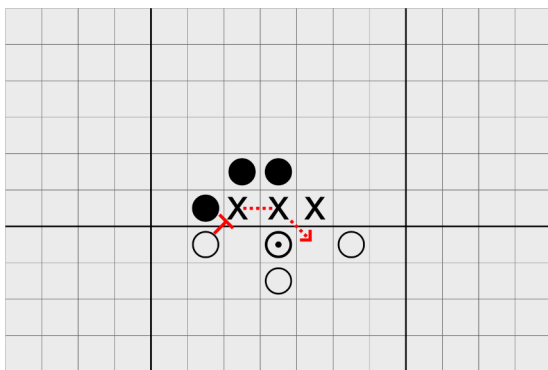
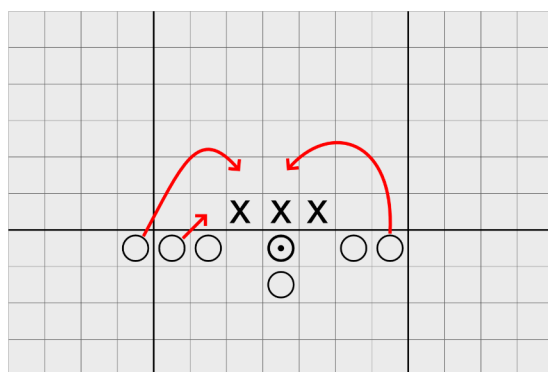
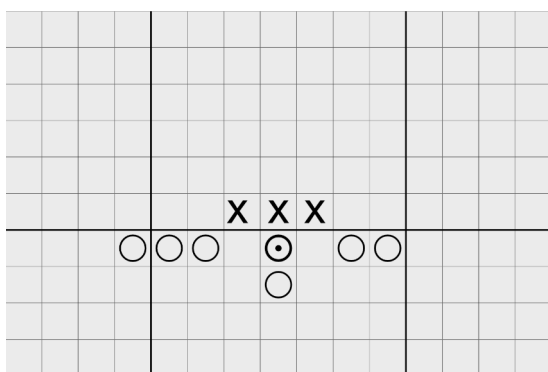
This requires fewer players than [the previous play](#) but also requires making an additional block for a Push. The more Pushes necessary for a play, the less likely it is to succeed. This play has a 27.4% chance of success.



MA9 101 7P NO BLITZ

This is an unusual approach for the Skaven. The No Blitz play gives the primary receiver the option of performing a Blitz once the chain push phase is completed in order to punch through the gauntlet near the end zone instead of performing dodges.

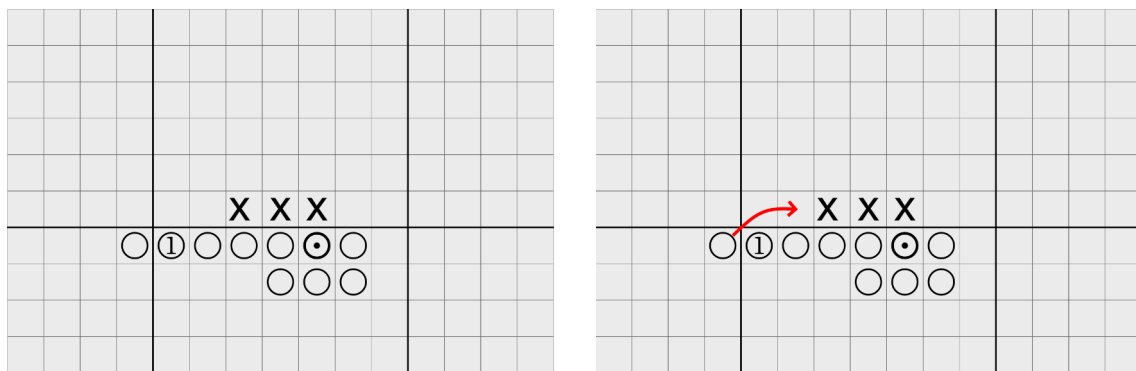
The problem for the Skaven is their primary receiver, the Gutter Runner, is understrength at ST2. The odds of knocking down or pushing away an ST3 opponent with a -2D block are much worse than simply performing dodges with an AG2+ player with Dodge. This approach is [useful](#) on occasion, however.



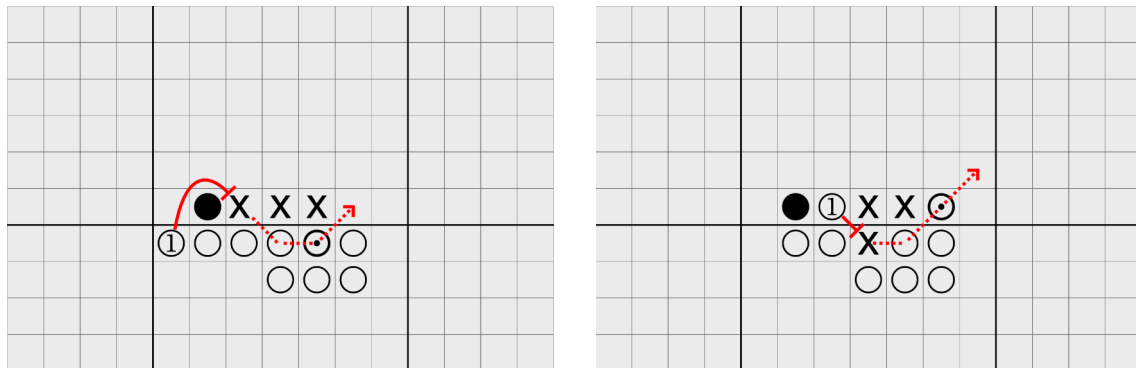
MA9 101 10P FRENZY

The Skaven have the option of using their Big Guy, the Rat Ogre, for an OTT. Relying on a Big Guy may seem like an iffy proposition but the Rat Ogre's nega-trait is more forgiving than others. If you fail the 2+ Animal Savagery check for a block or blitz, the Rat Ogre may continue his action after smacking a team-mate.

This scenario makes use of the Rat Ogre's Frenzy skill to force a second block after the first chain push. The nice thing about this play is the ST5 Rat Ogre gets two assists for each block which makes them 3D blocks against an ST3 target.

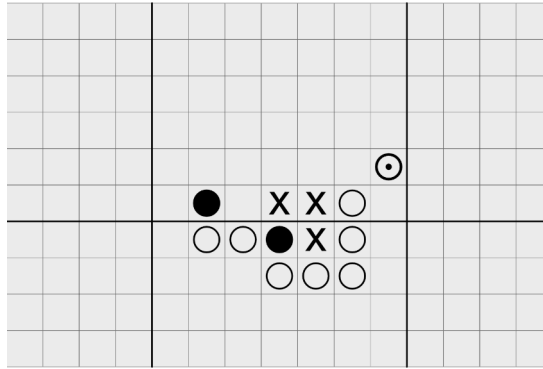


The Rat Ogre is player ①. The first step is to provide an additional assist for the impending blitz to make it a 3D block.



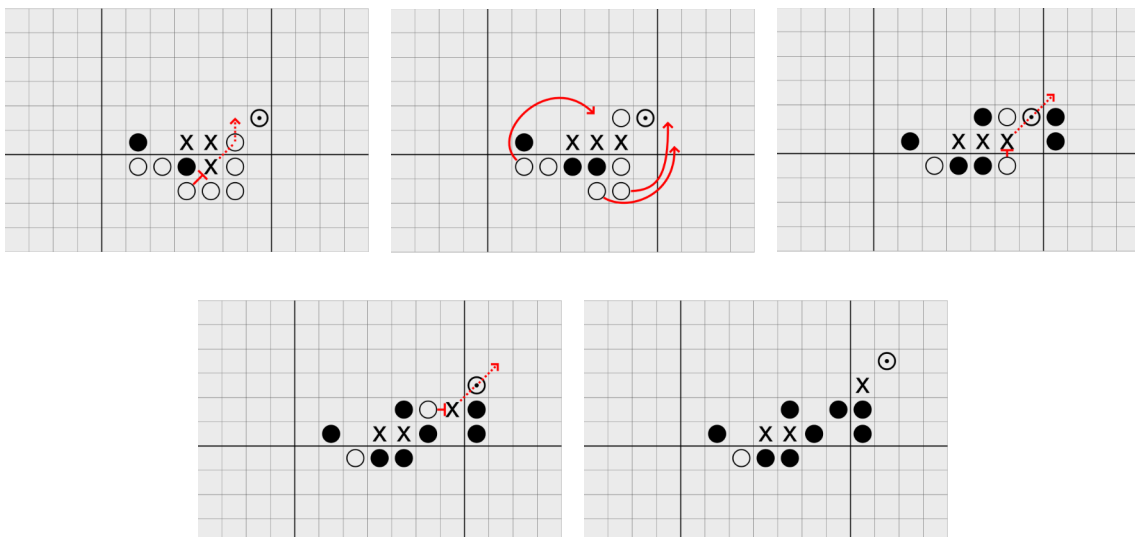
The diagrams above show the Rat Ogre's blitz and the follow-up Frenzy block.

If the Rat Ogre fails the Animal Savagery check before the blitz, do not risk the 4+ Loner check for using the team reroll. Instead, smack one of the players providing an assist. This will make the blitz a 2D block instead of a 3D block but that has slightly better odds than gambling with the Loner check.



There's a 56.5% chance of passing the Animal Savagery check, getting a Push for the first 3D block and either a Pow, a Defender Stumbles or a Push for the second 3D block. That's slightly better than using STR3 players to perform two 2D blocks to accomplish the same thing (49.4%). However, if you do have one or more rerolls, conventional ST3 2D blocks are the better choice because the Rat Ogre needs a Loner check to reroll if he fails to get a Push.

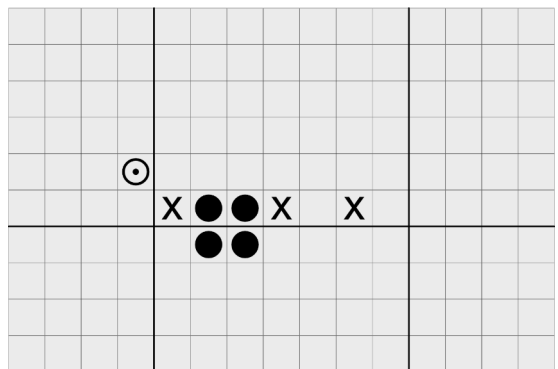
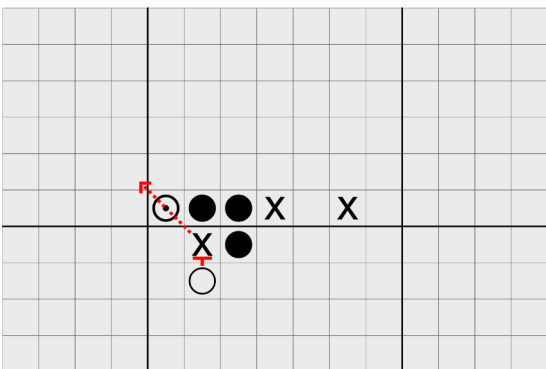
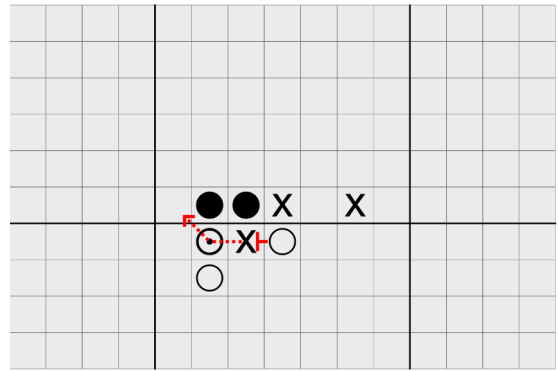
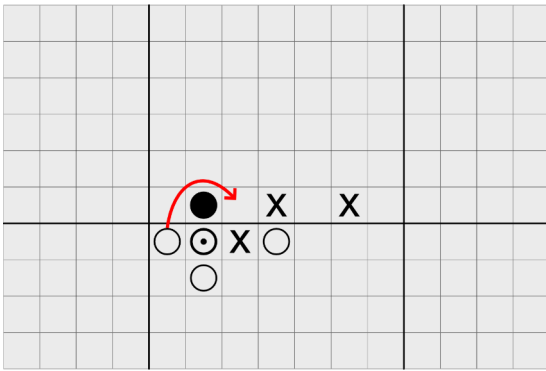
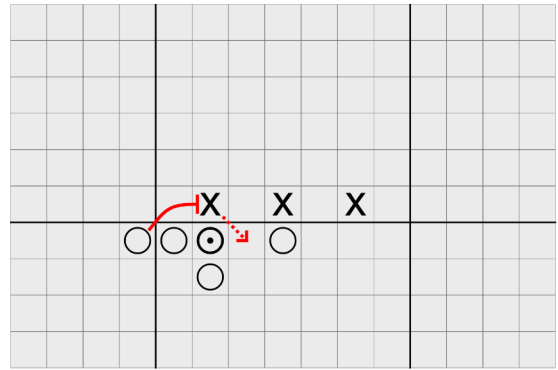
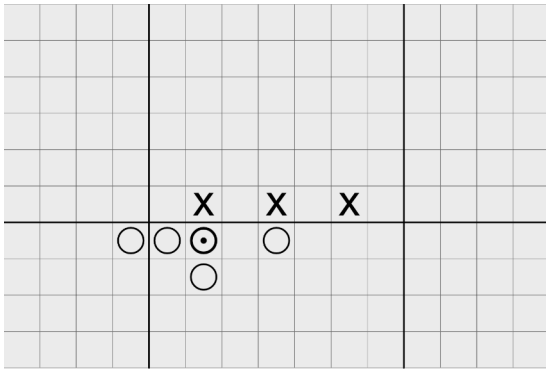
The major downside of this play is that it requires 10 players to execute. The upside is there will be players free after the chain pushes. If the result of the second Rat Ogre block is a Push, you do have the option of making additional 2D blocks to free the primary receiver from his marker. You even have enough players to chain push the primary receiver further to allow him to reach the end zone without Rushes.



The problem is those three optional blocks are much less likely to succeed than a 2+ Dodge and two Rushes (27.4% versus 67.5%) with a Gutter Runner.

You're better off using those free players to help with ball retrieval.

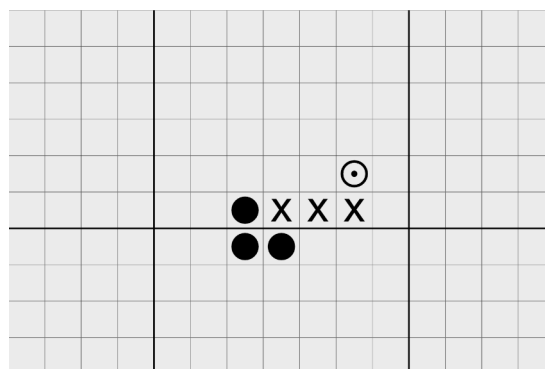
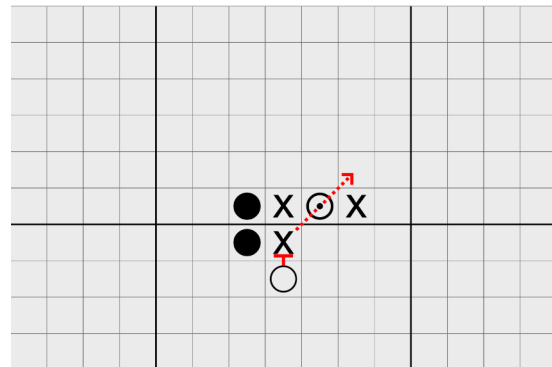
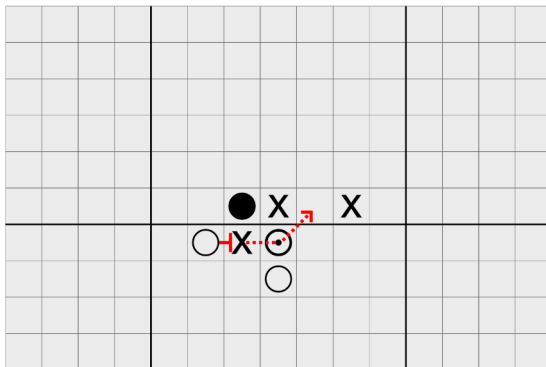
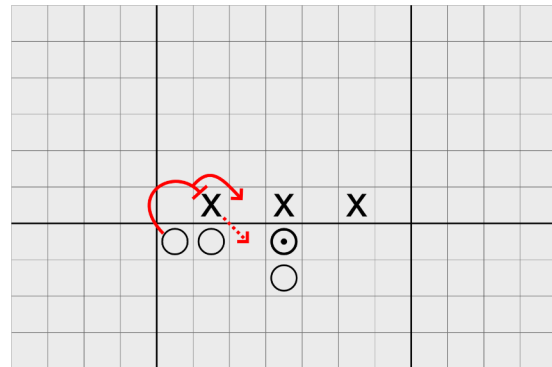
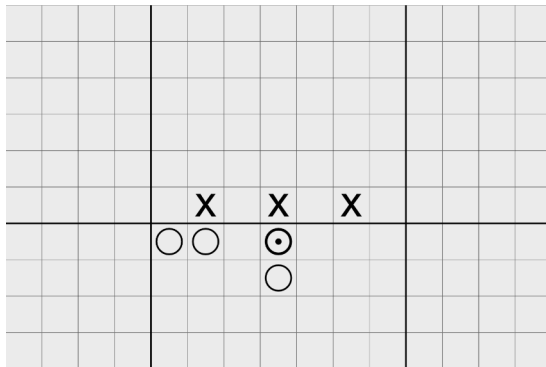
MA9 202 5P



This play was used as [an exercise](#) for the diagrams and symbols. It's included here for completion's sake.

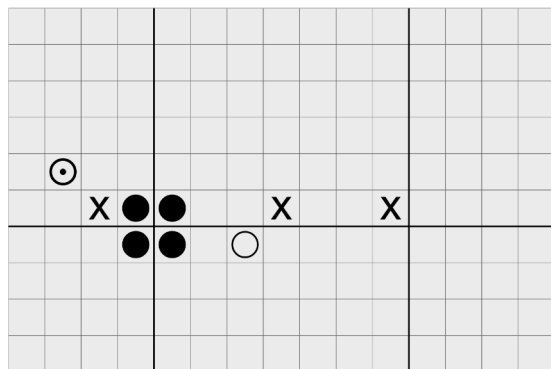
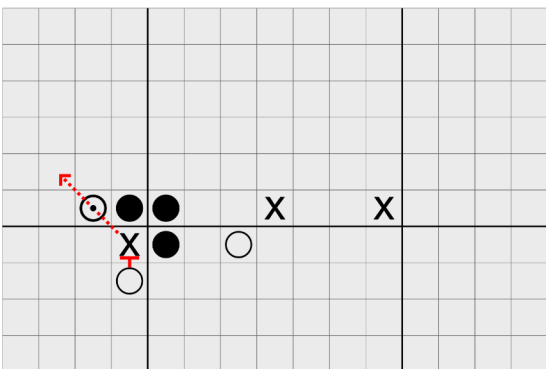
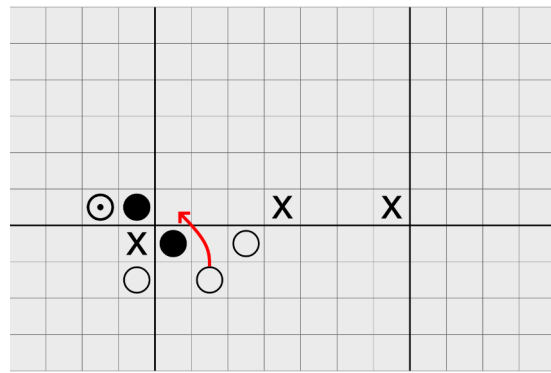
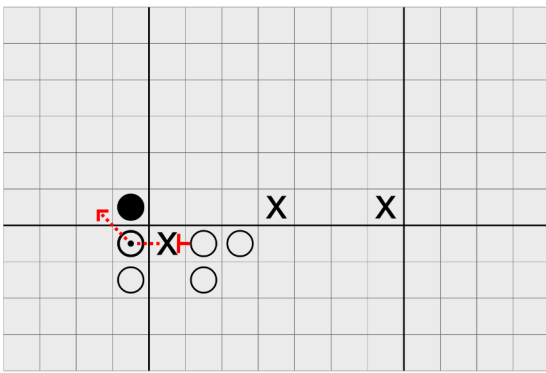
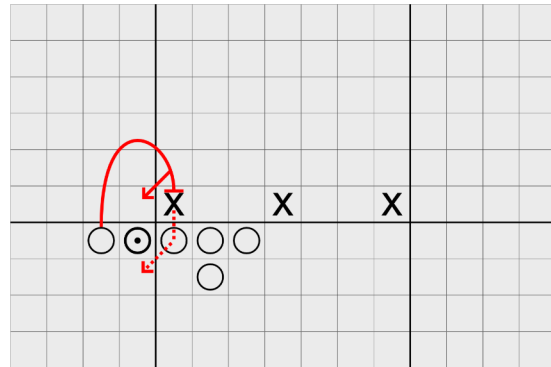
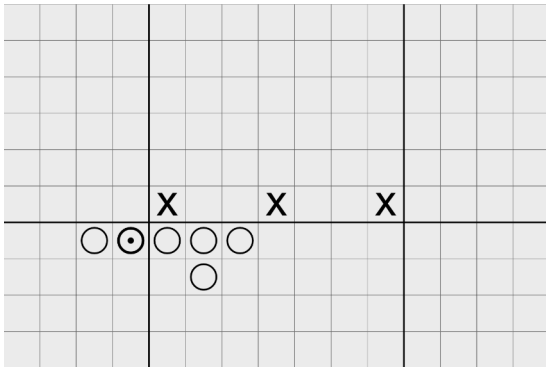
MA9 202 4P

This is a last-ditch turn 16 OTT play for the Skaven. It requires only four players for the chain push phase but involves making risky moves. To ensure the blitz is a 2D block, it's best performed by an ST3 player like the Blitzzer or Lineman. However, that means making a 3+ dodge without the Dodge skill.



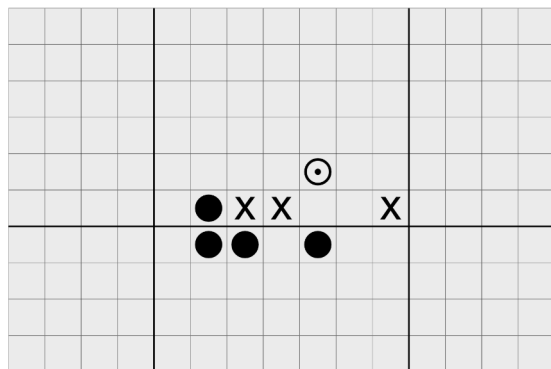
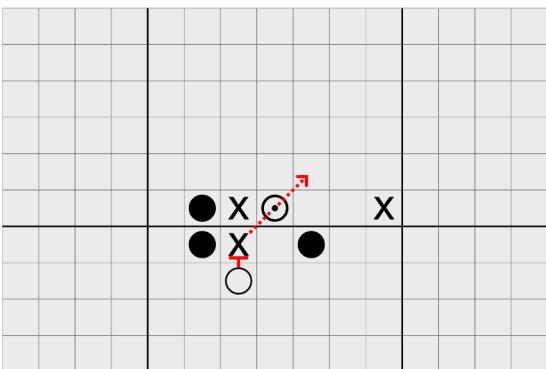
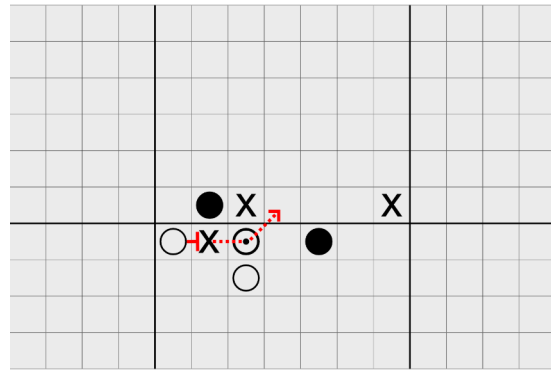
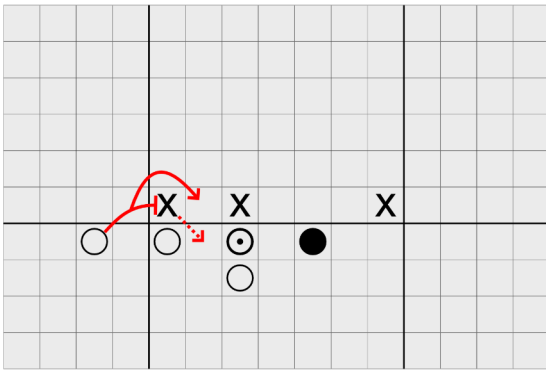
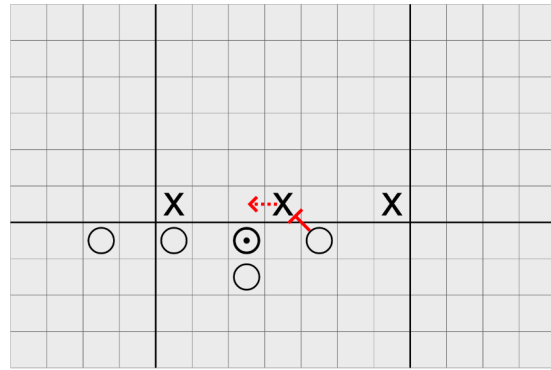
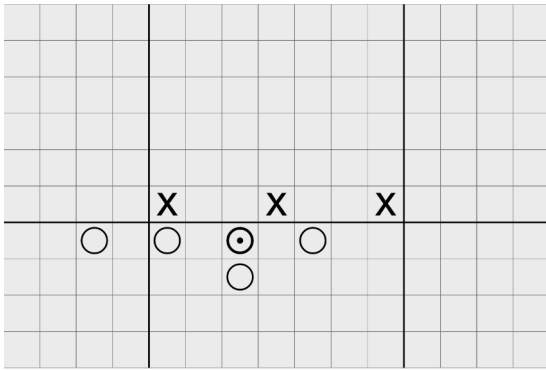
The final block is unfortunately a 1D block but it does have a 67% chance of success. Note that the primary receiver will still be marked at the end of the chain push phase. The Gutter Runner has AG2+ and the Dodge skill so it shouldn't be too difficult to catch the ball and dodge away. Still, the overall odds are low by Skaven standards.

MA9 303 6P



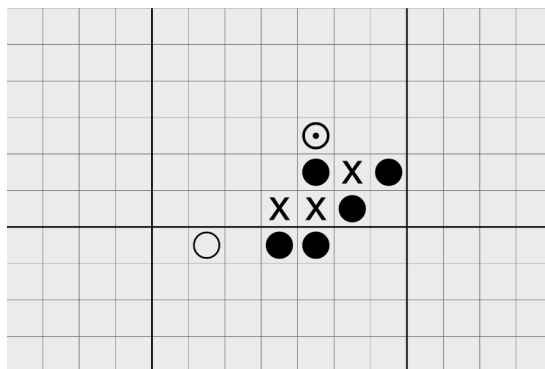
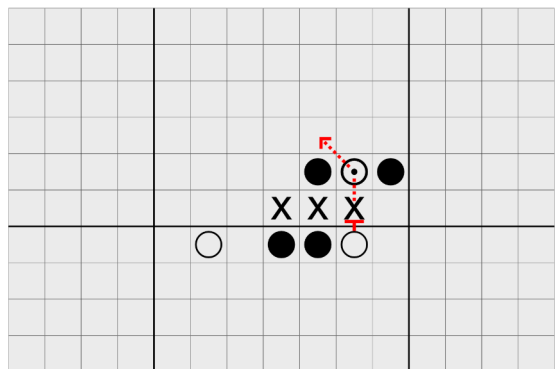
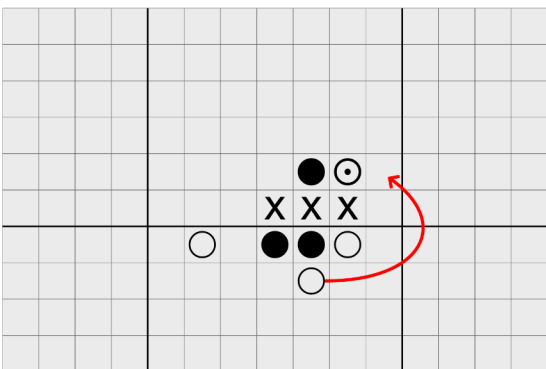
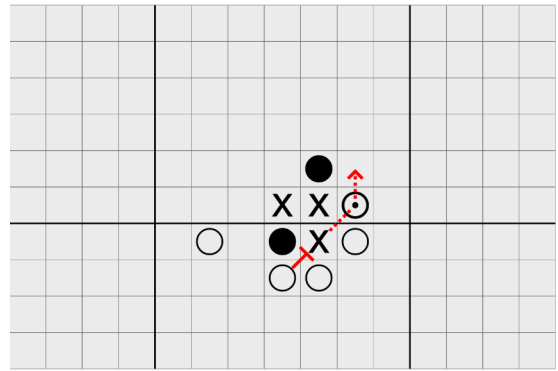
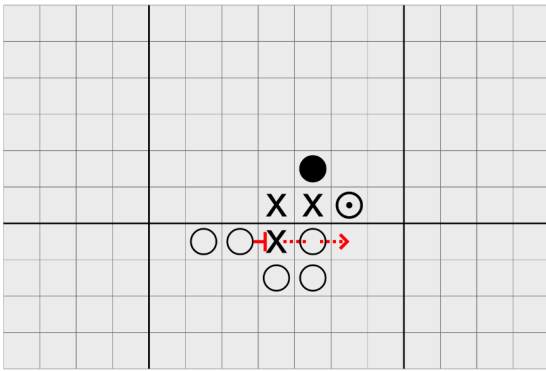
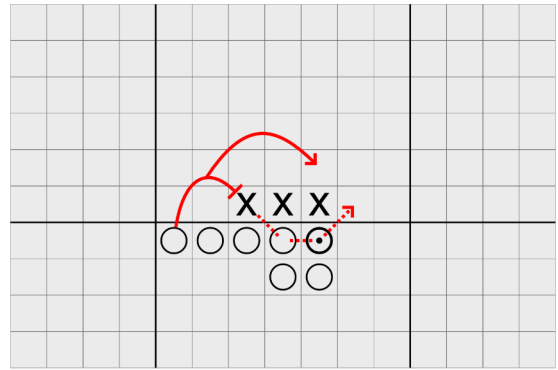
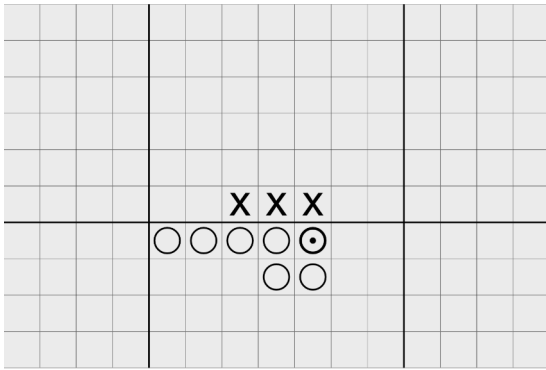
Do not follow up the blitz in diagram 2. If you do that, you'll have to perform a dodge to reposition. Note that the blocks in diagrams 3 and 5 are 3D blocks against an ST3 opponent with a 70.4% and a 96.3% chance of success respectively. Overall, the chance of succeeding this play is 37.6%.

MA9 303 5P

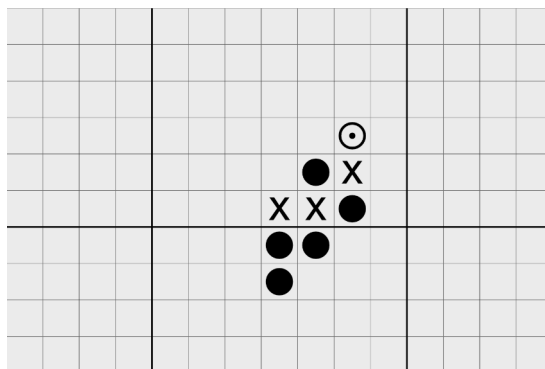
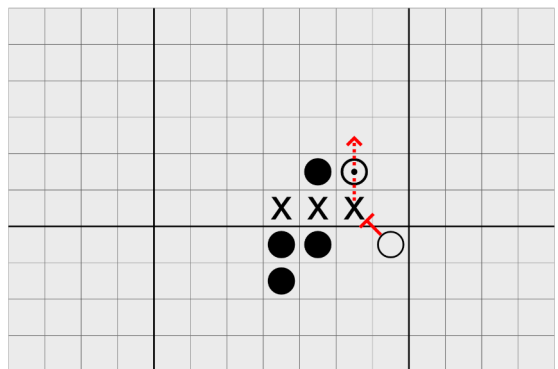
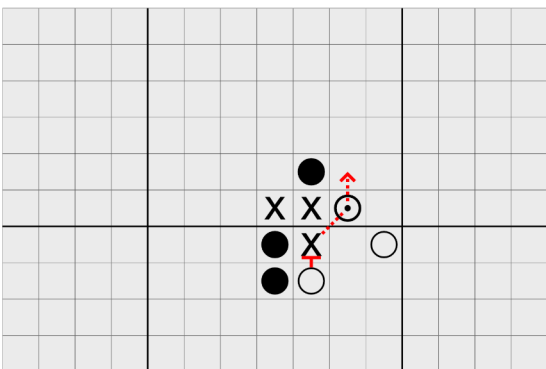
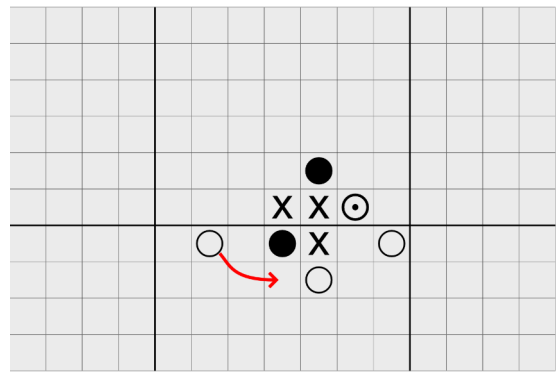
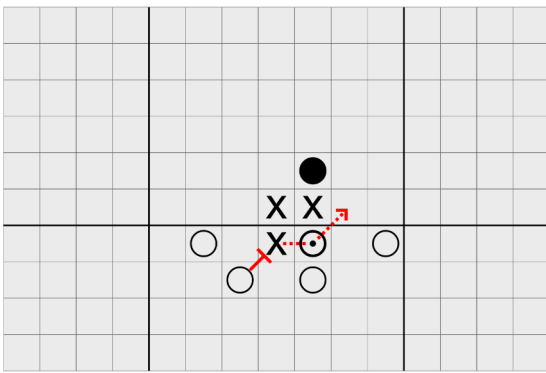
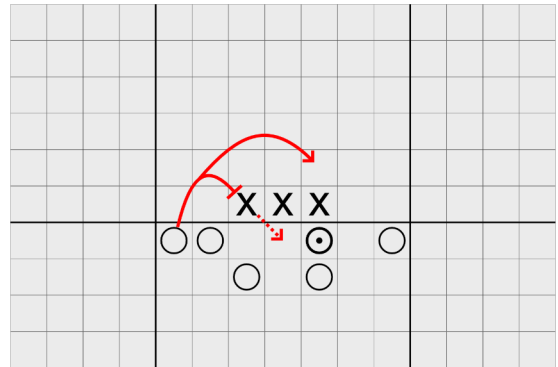
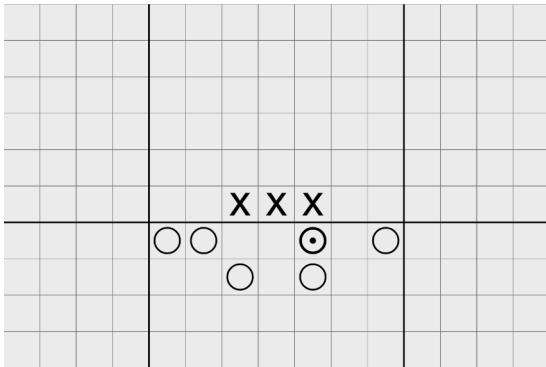


The first block seen in diagram 2 has a 89% chance of success as Push, Defender Stumbles and Pow are all acceptable results. Do not, however, follow up as the primary receiver will need that space later. Do not follow up the blitz in diagram 3 either. If you do that, you'll have to dodge to reposition.

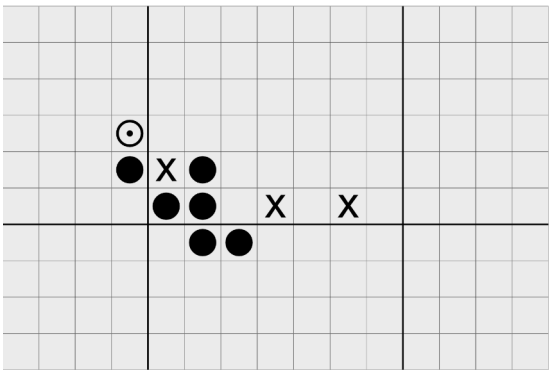
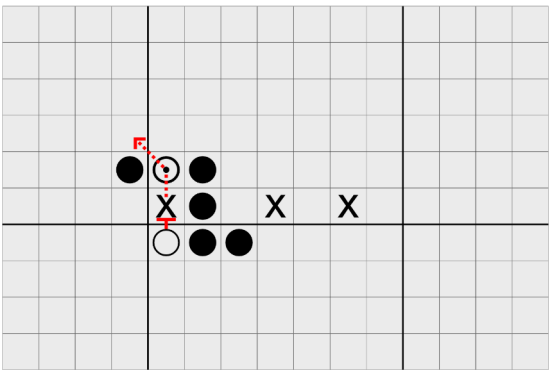
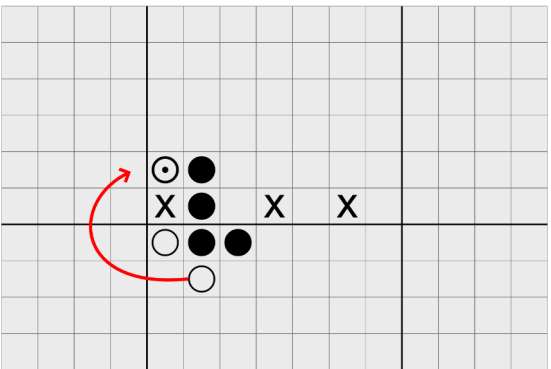
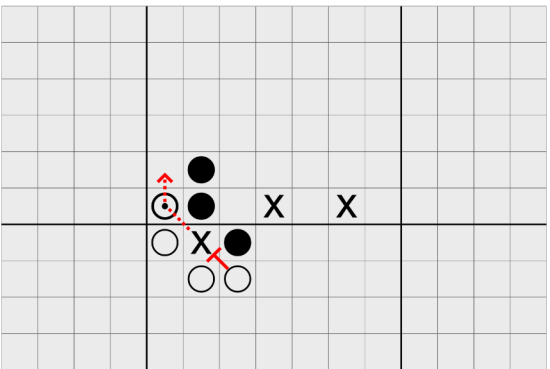
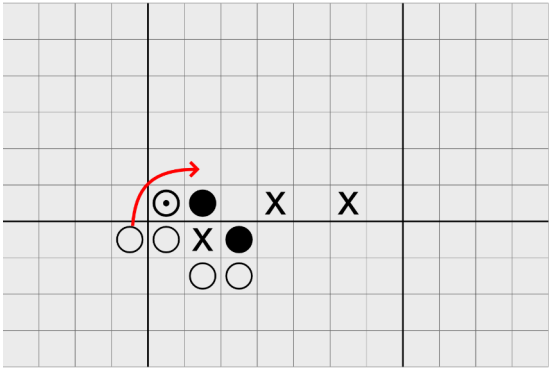
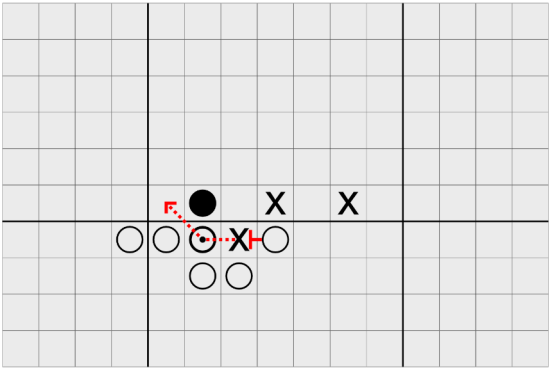
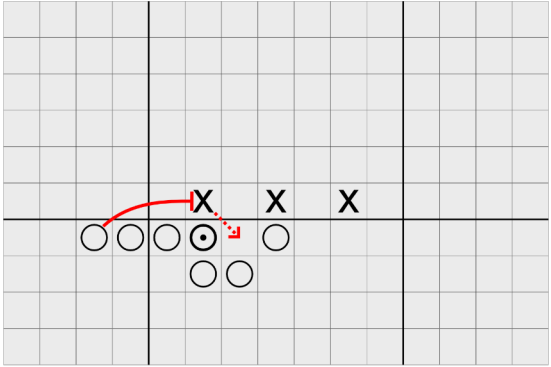
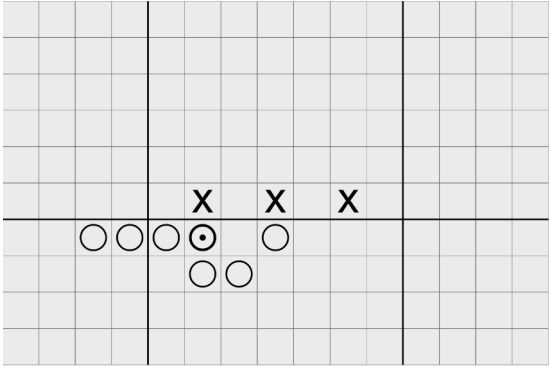
MA8 101 7P



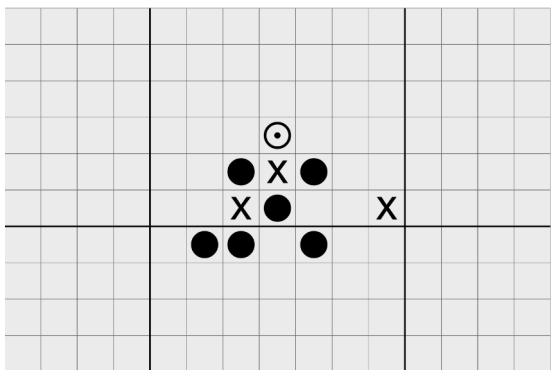
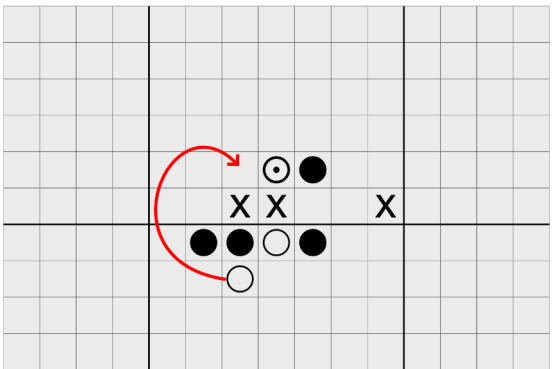
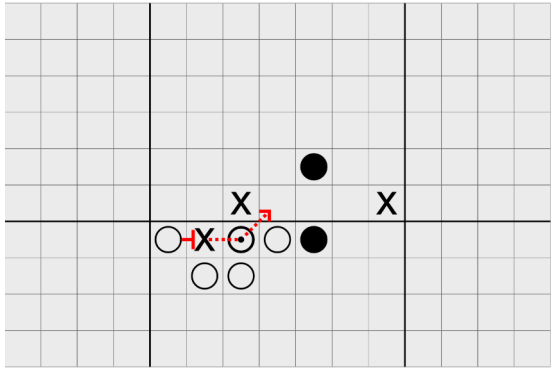
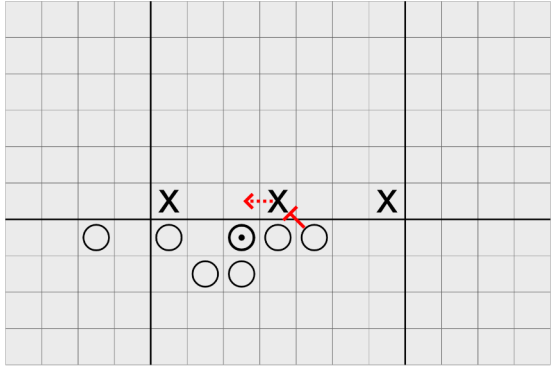
MA8 101 6P



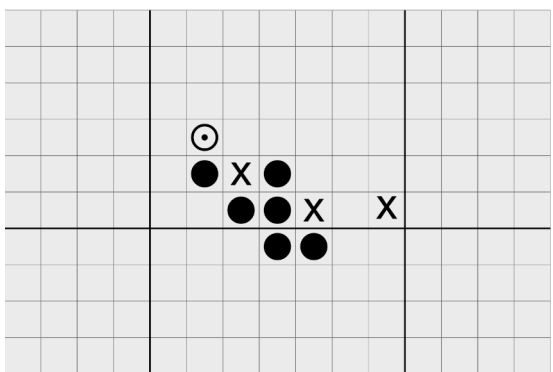
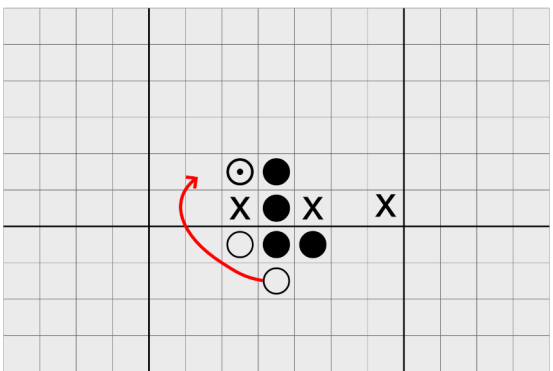
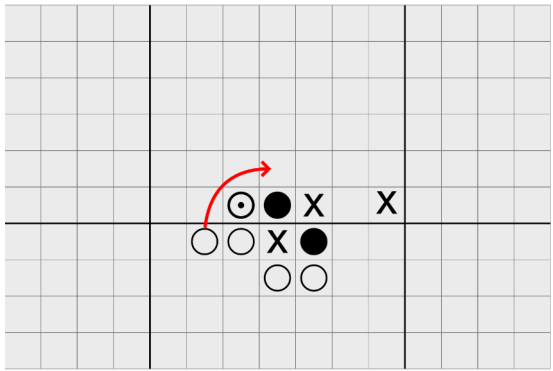
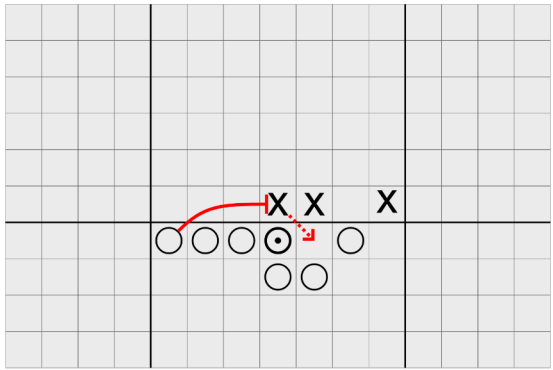
MA8 202 7P



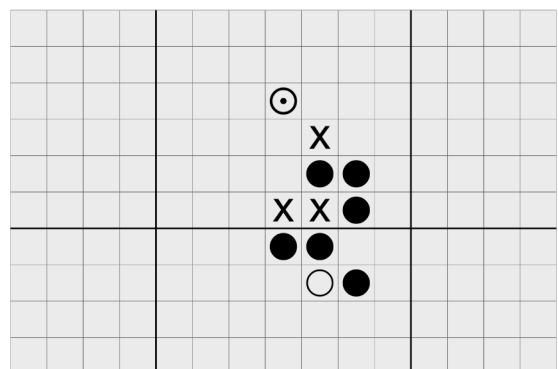
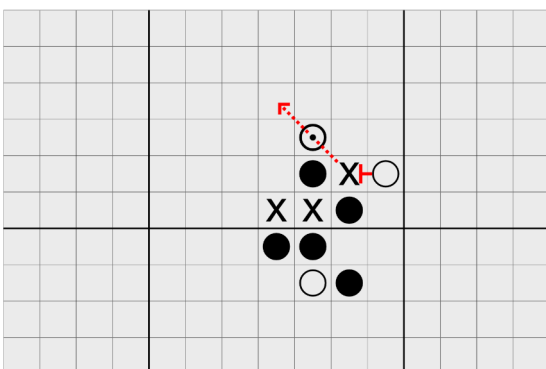
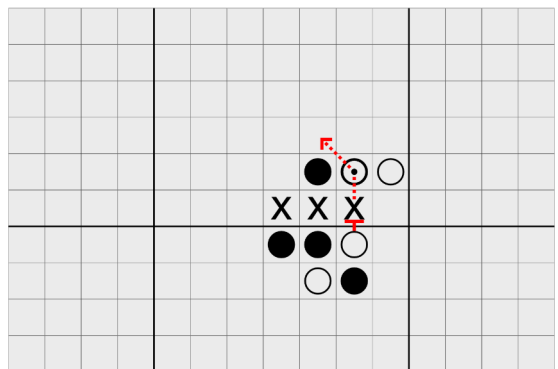
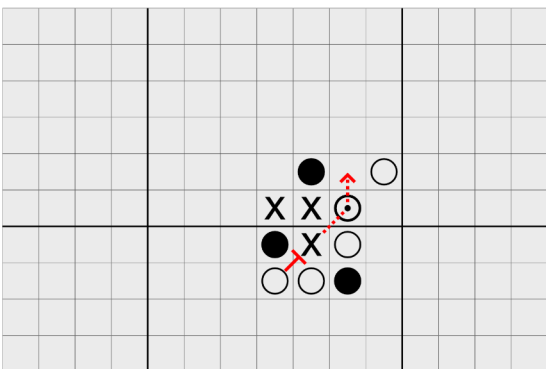
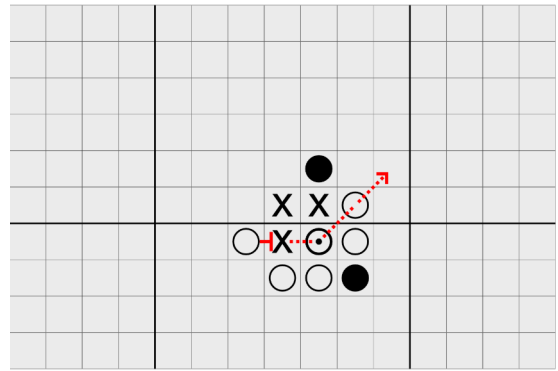
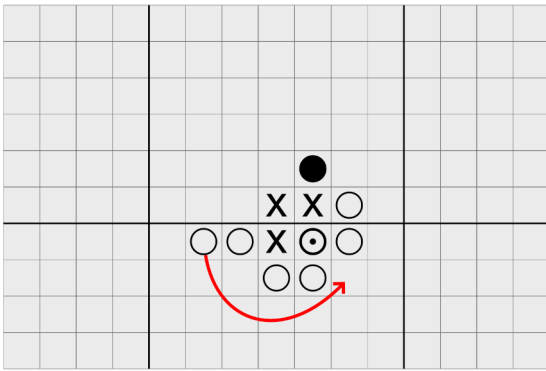
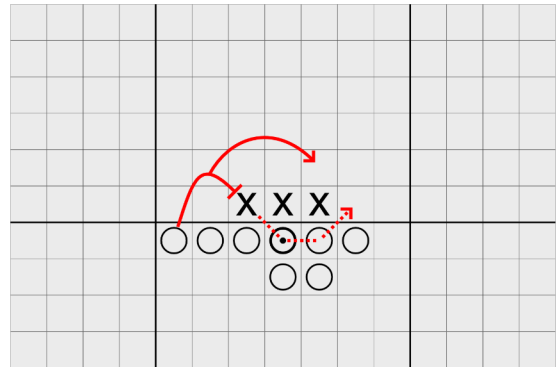
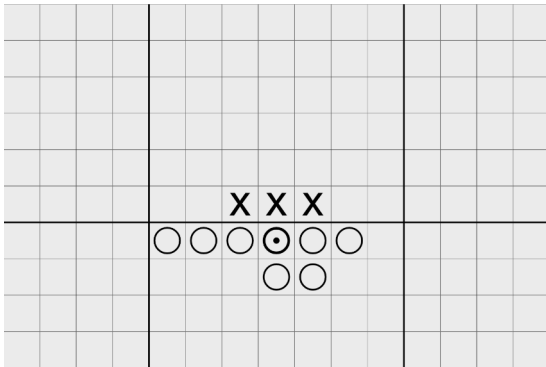
MA8 303 7P



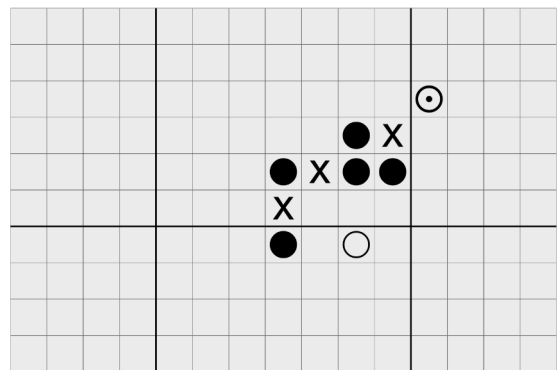
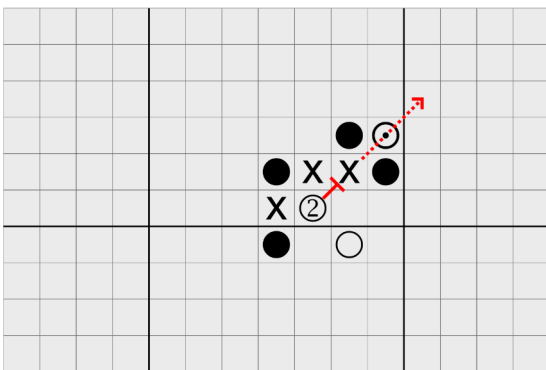
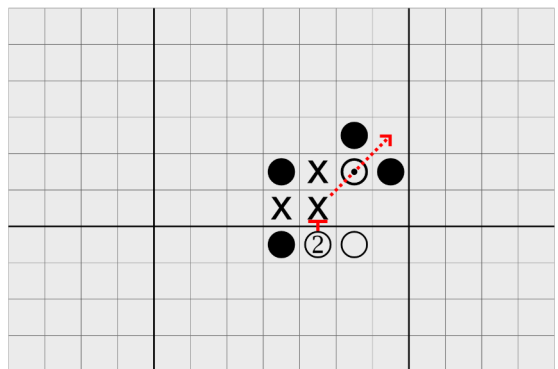
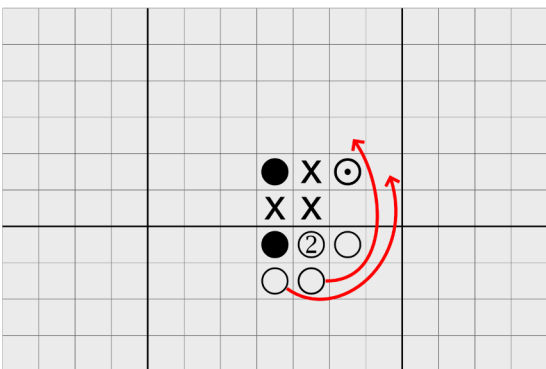
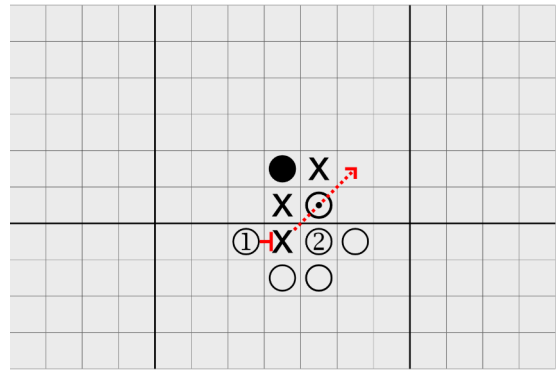
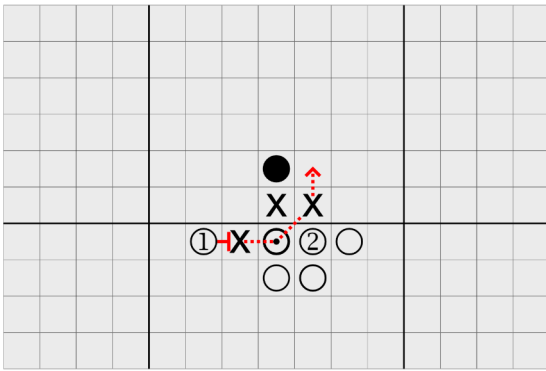
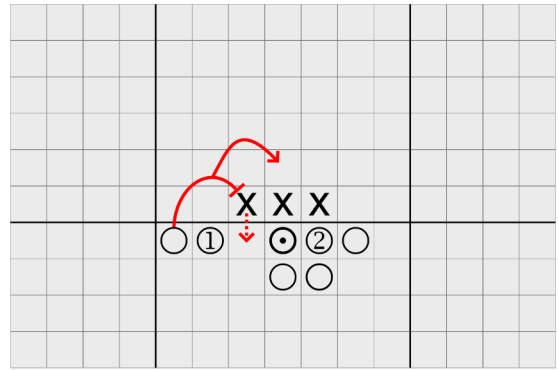
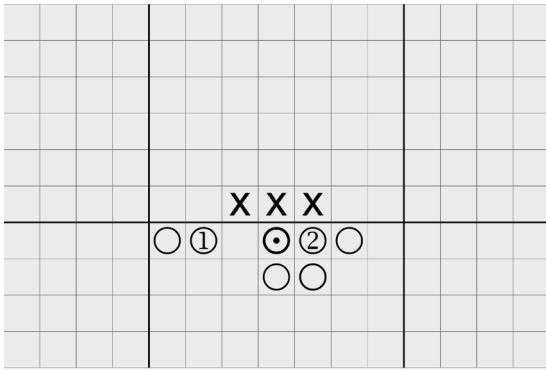
MA8 013 7P



MA7 101 8P

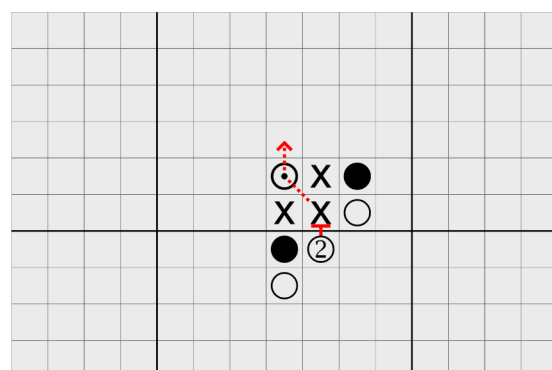
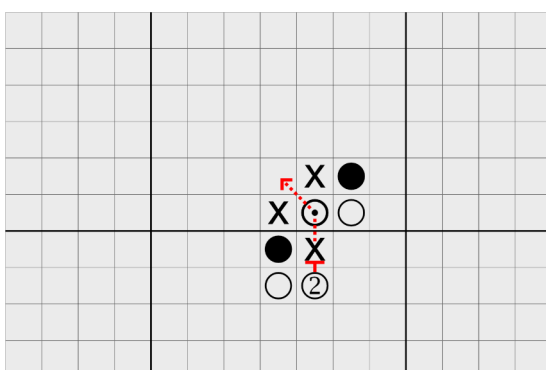
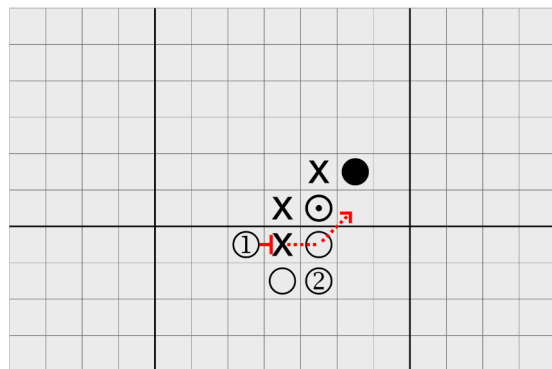
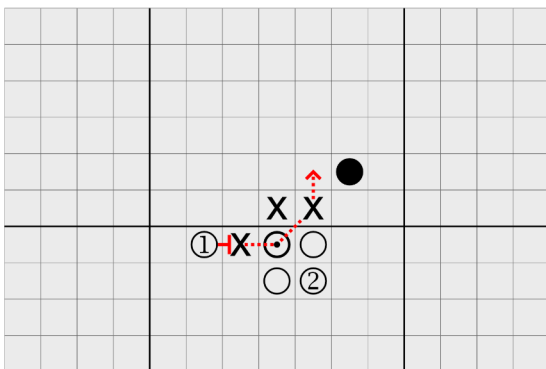
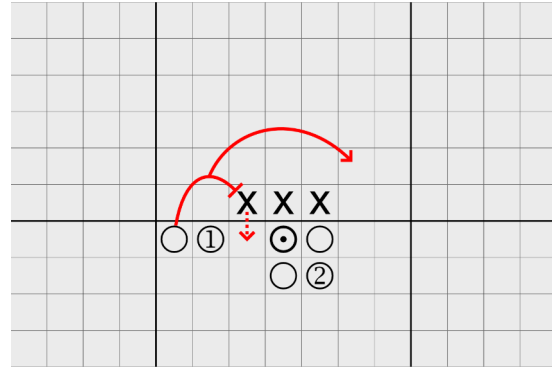
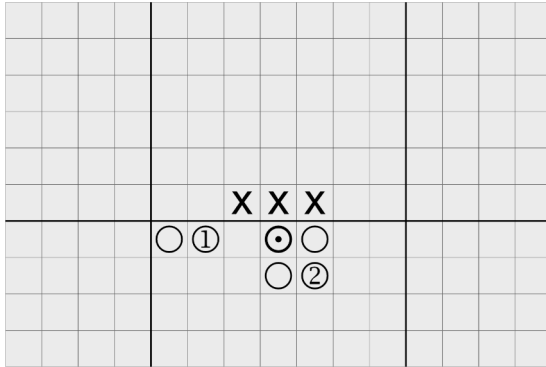


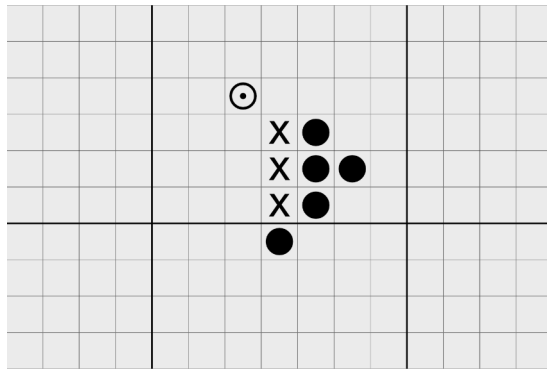
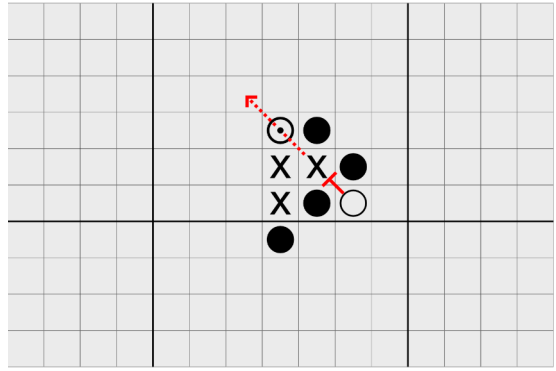
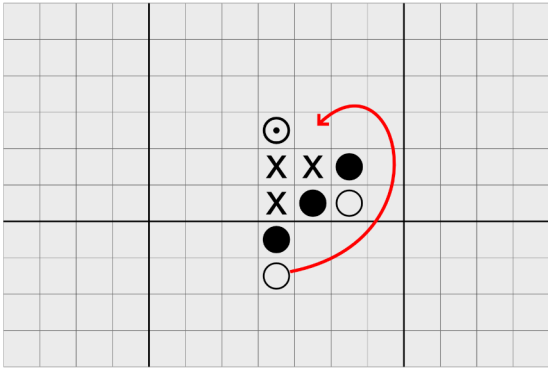
MA7 101 7P 2 FRENZY



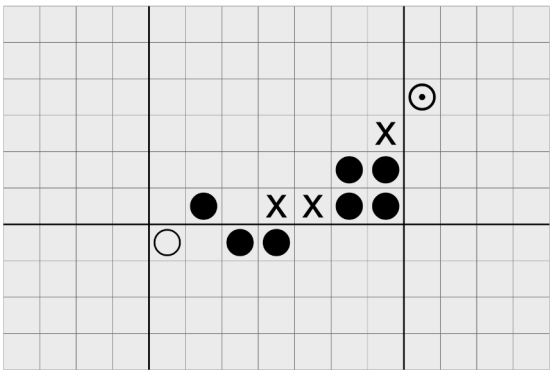
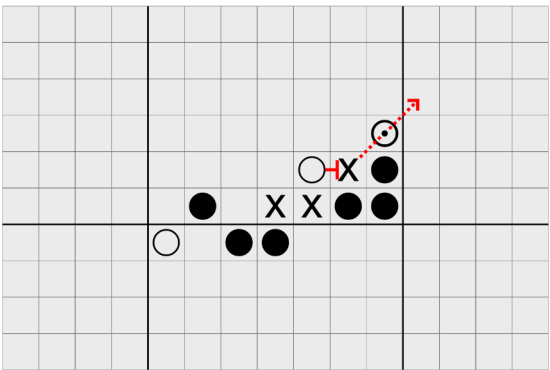
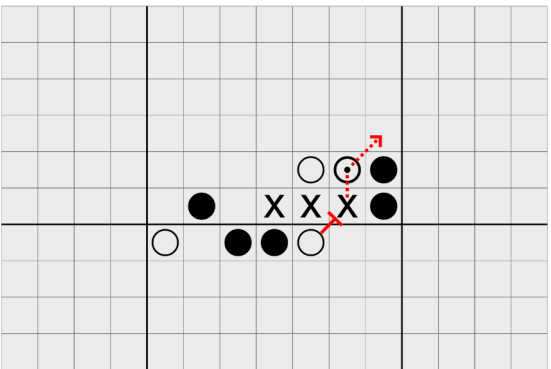
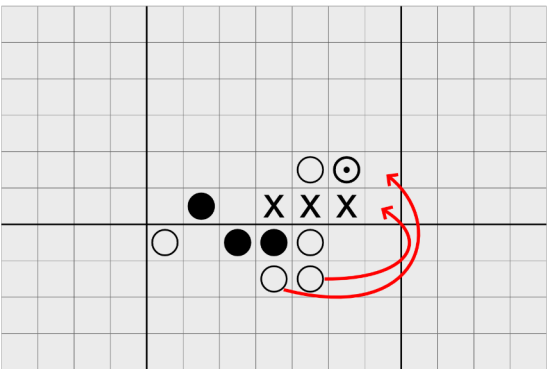
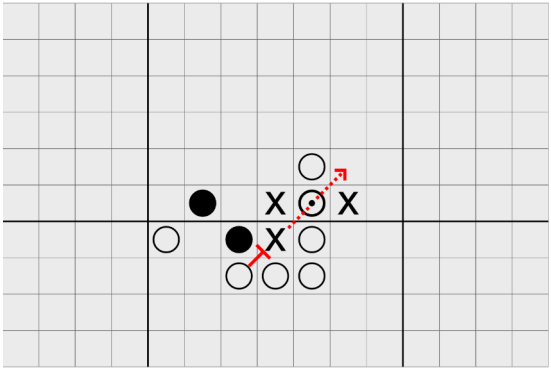
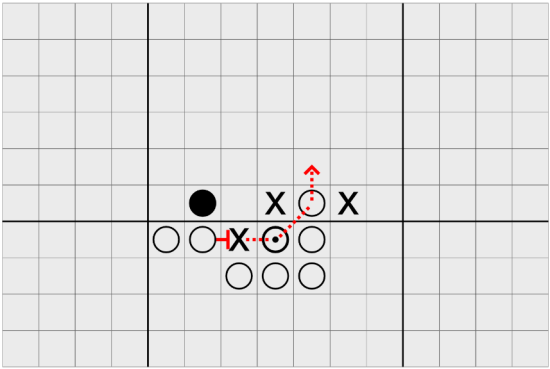
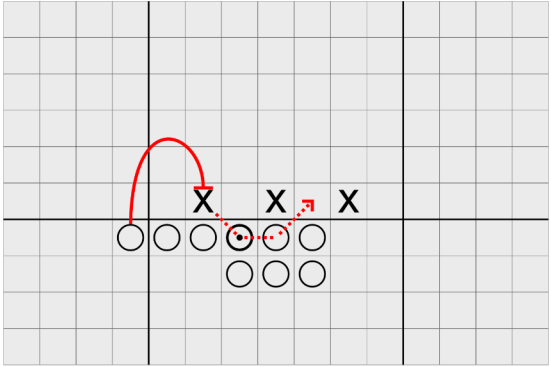
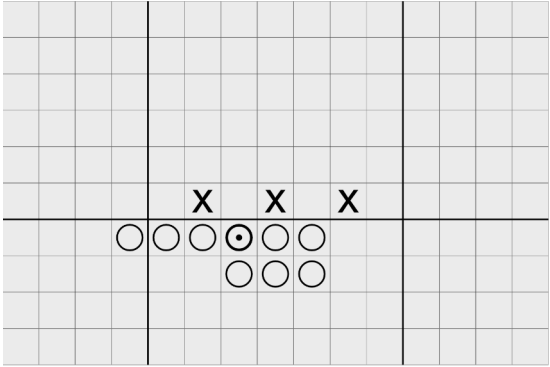
MA7 101 6P 2 FRENZY

Take note that repositioning after the blitz in diagram 2 and repositioning in diagram 9 both require moving seven squares. Also note that Push, Defender Stumbles or Pow are all acceptable results for the 1D block in diagram 6.

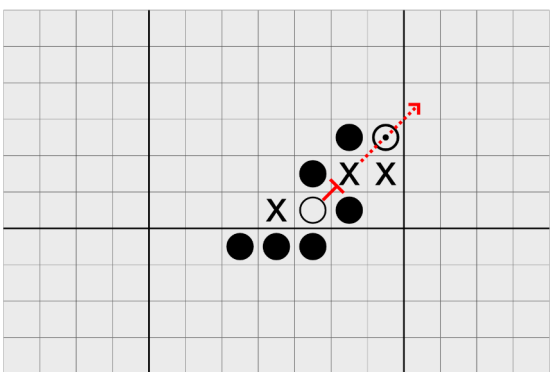
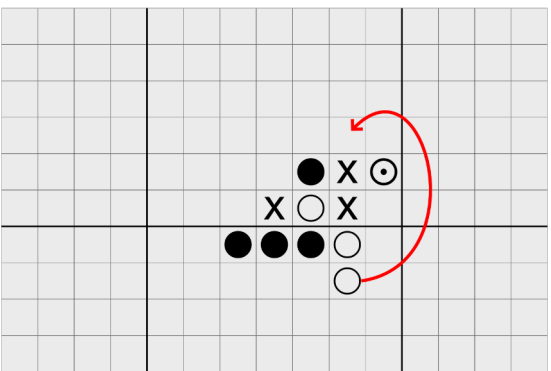
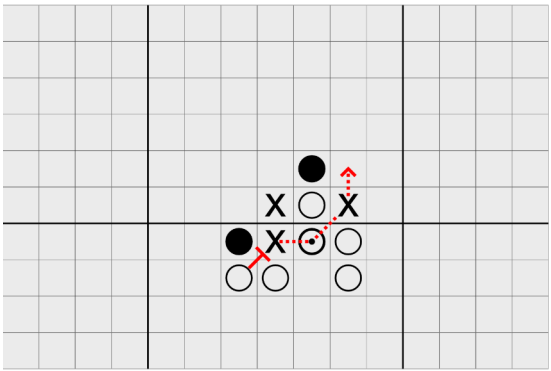
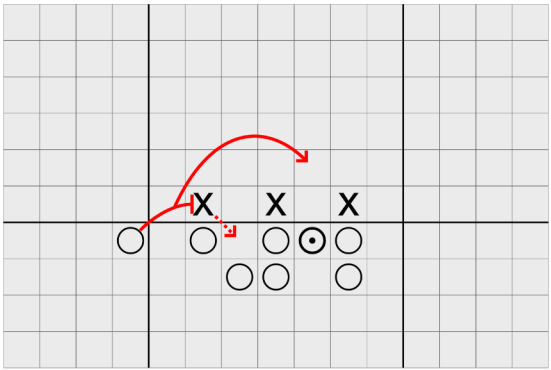


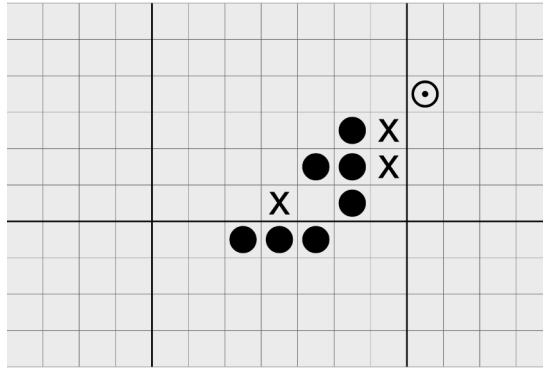


MA7 202 9P



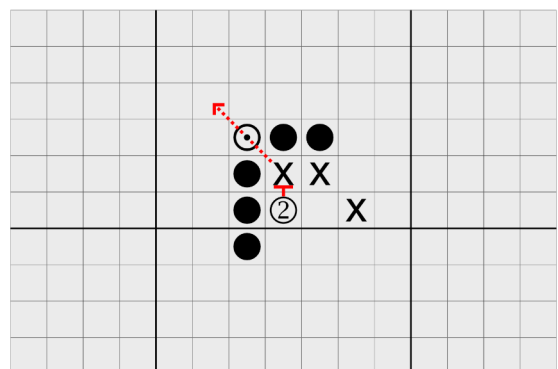
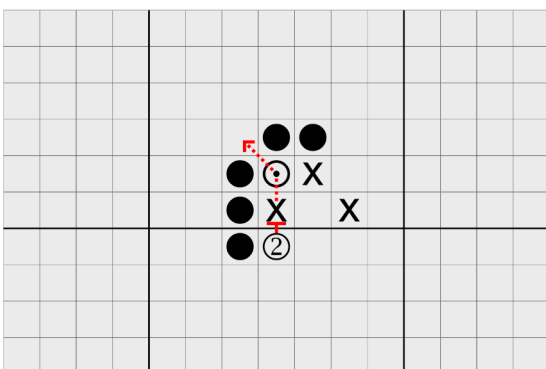
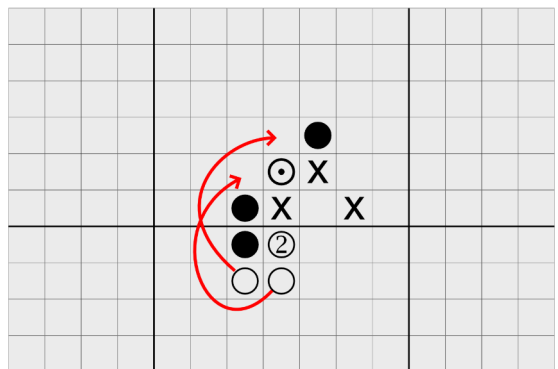
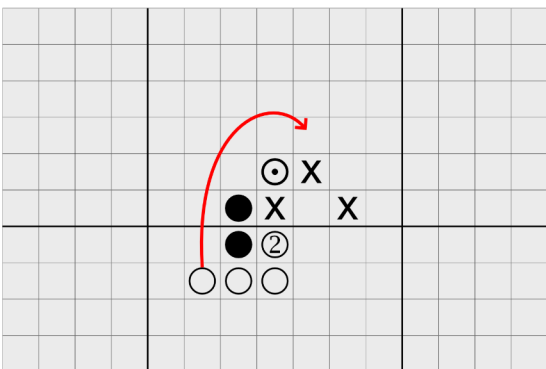
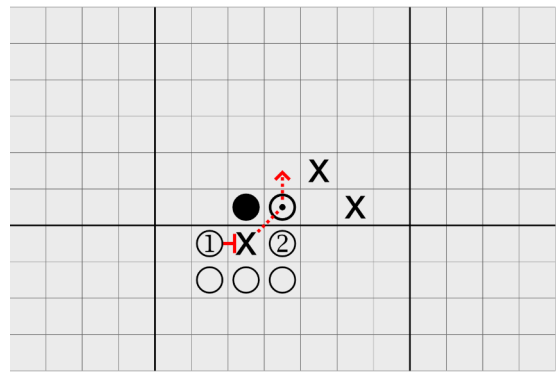
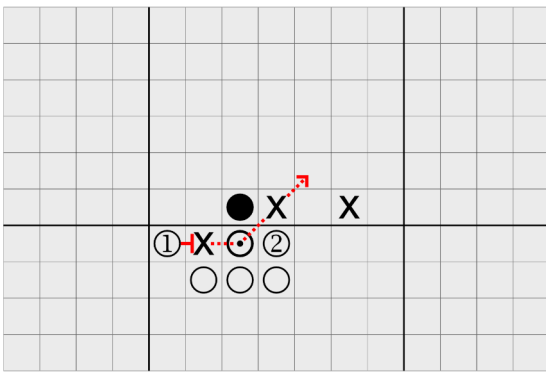
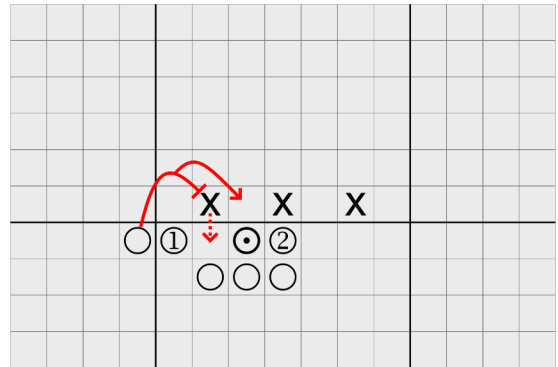
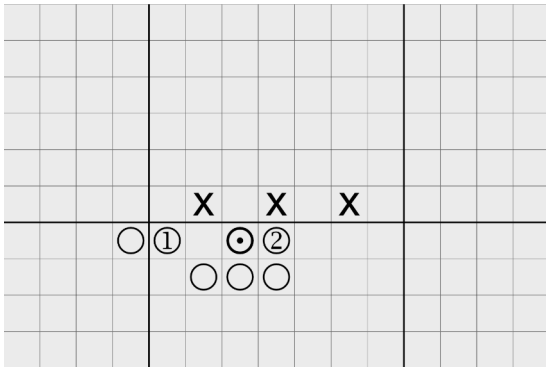
MA7 202 8P

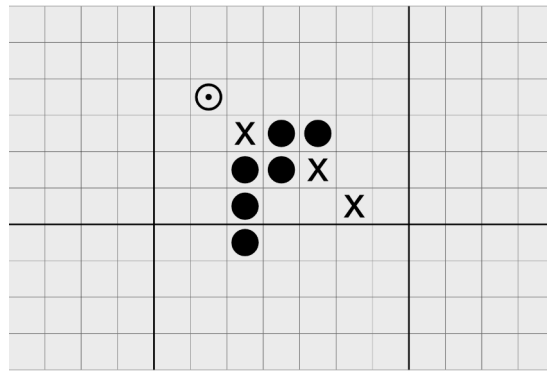


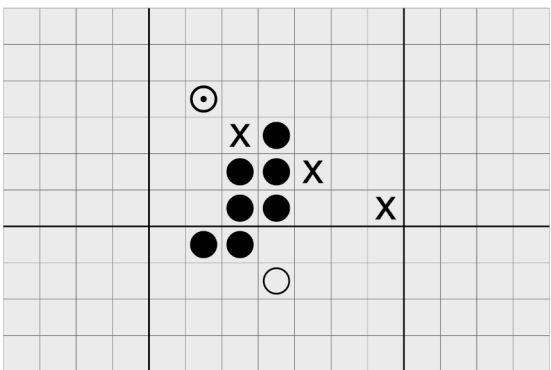
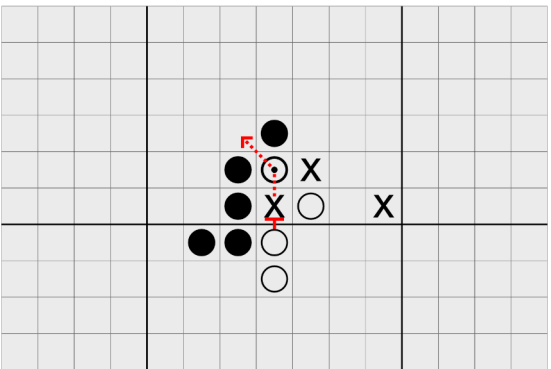
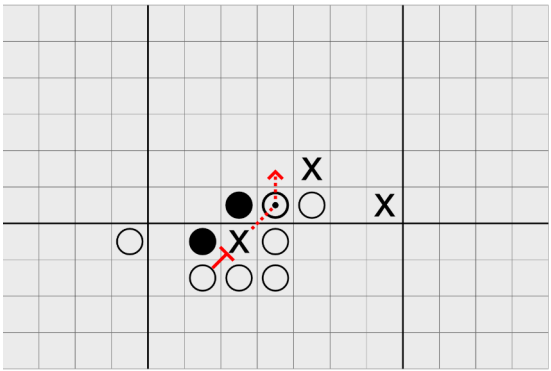
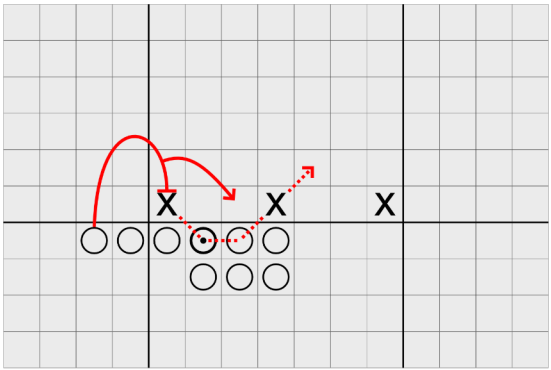


Note that repositioning in diagram 6 requires moving seven squares. Also note there are 1D blocks in diagrams 7 and 8. However, there's a 67% chance of success for both since Push, Defenders Stumbles and Pow are all acceptable results.

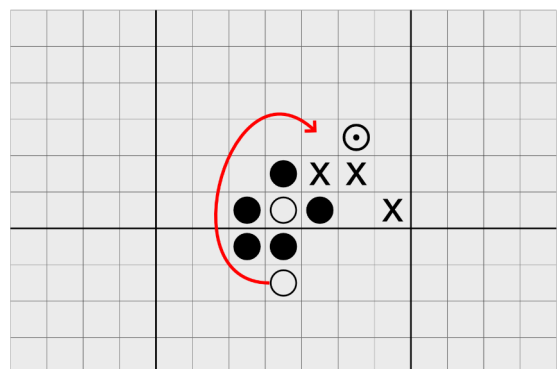
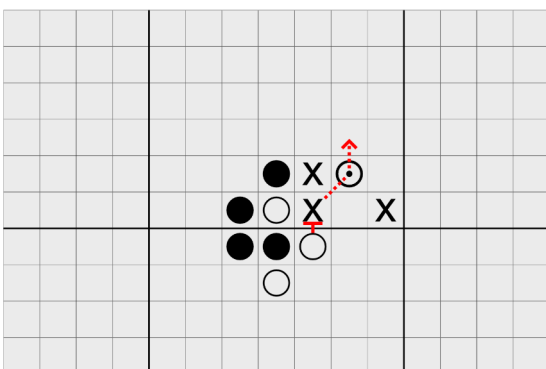
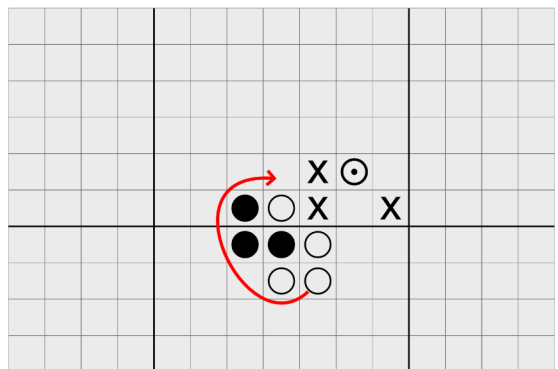
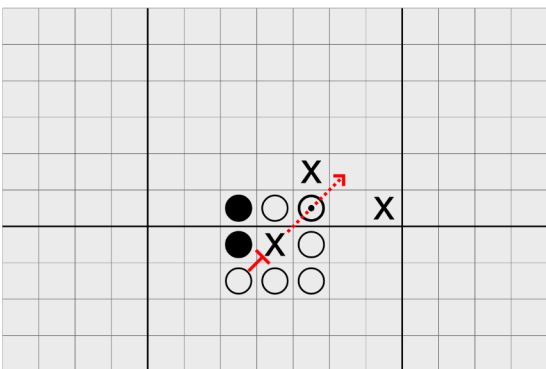
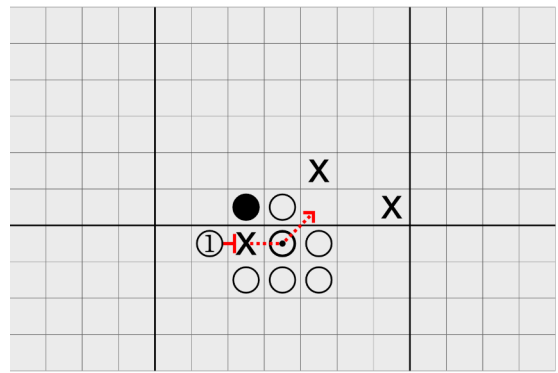
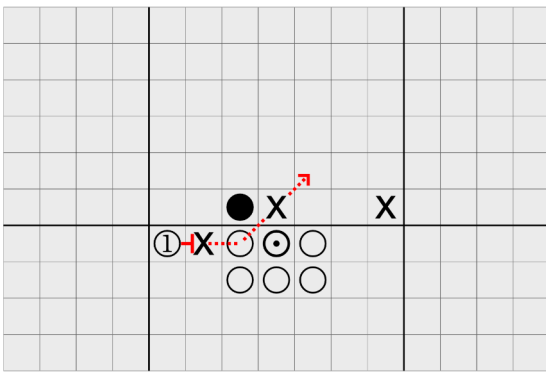
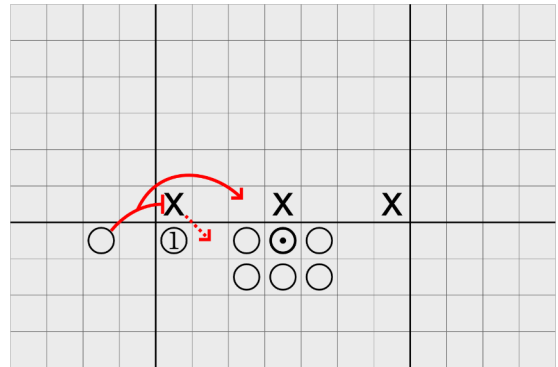
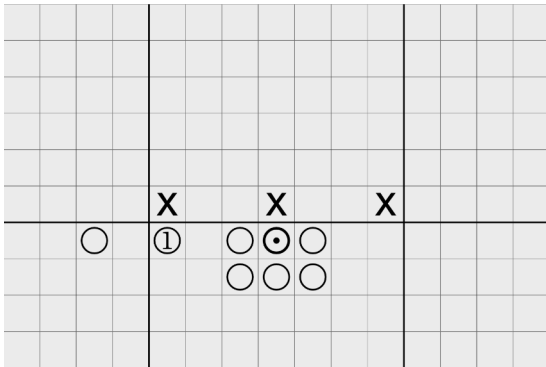
MA7 202 7P 2 FRENZY

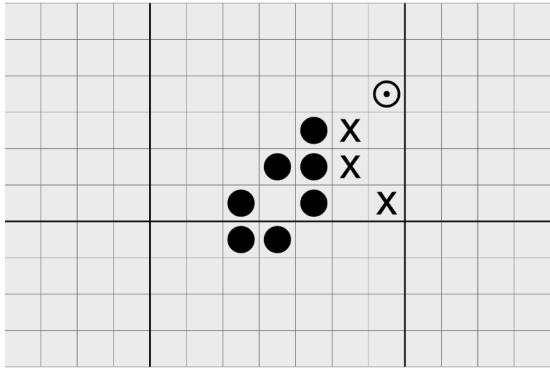
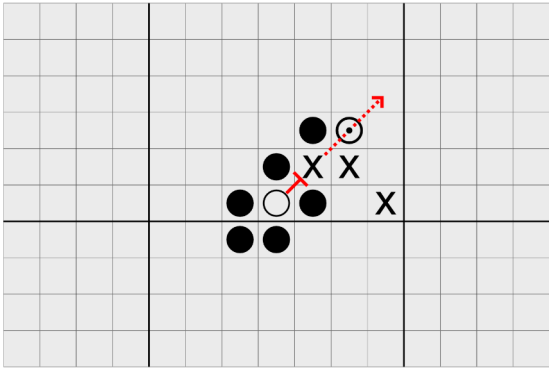




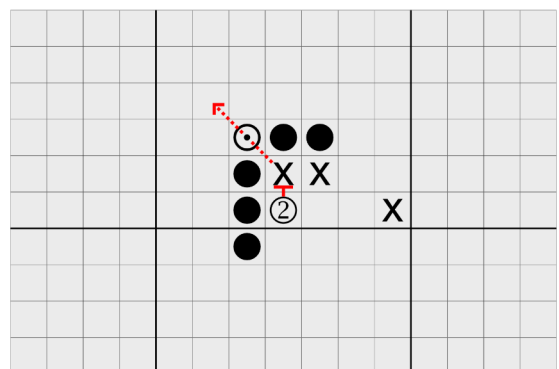
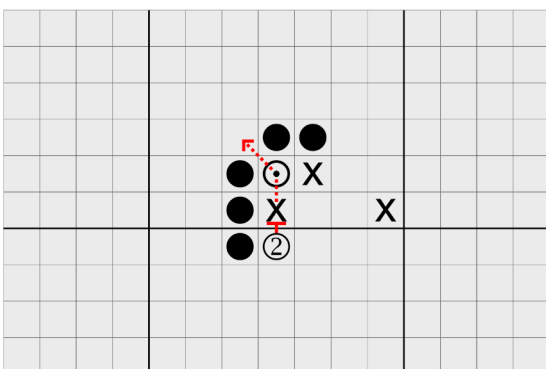
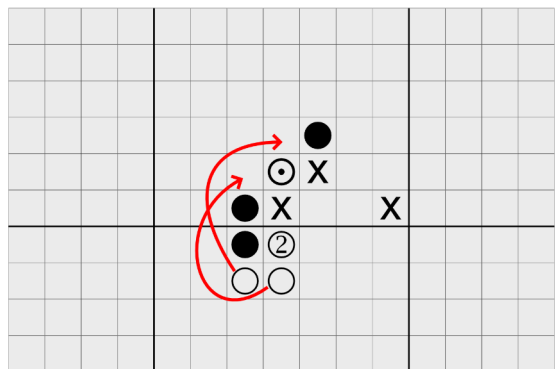
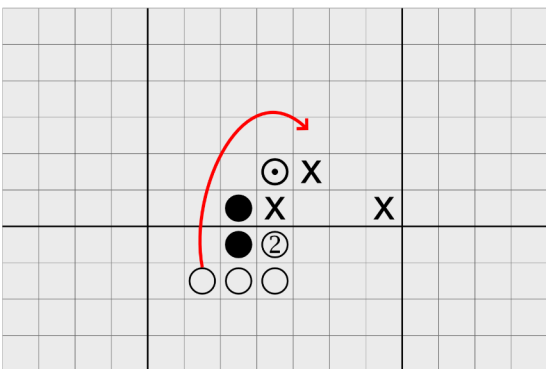
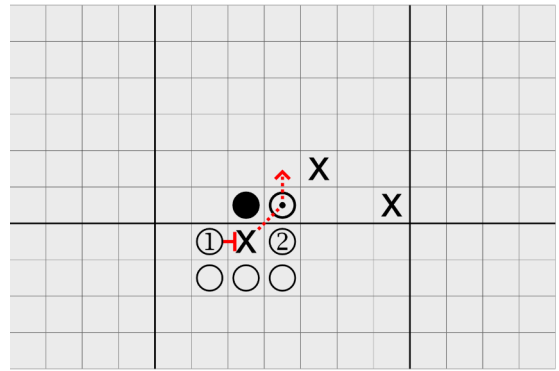
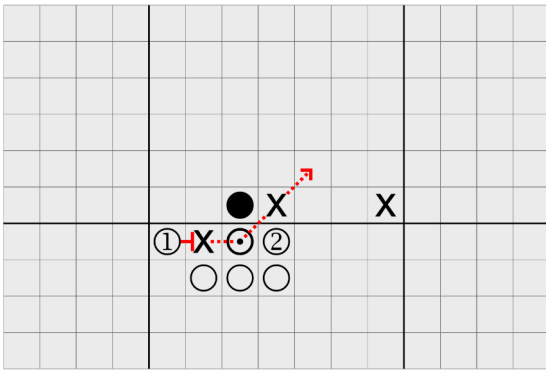
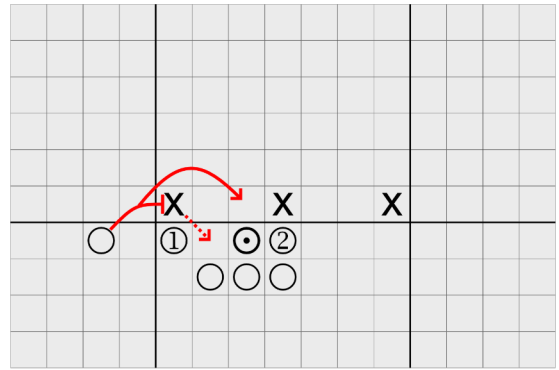
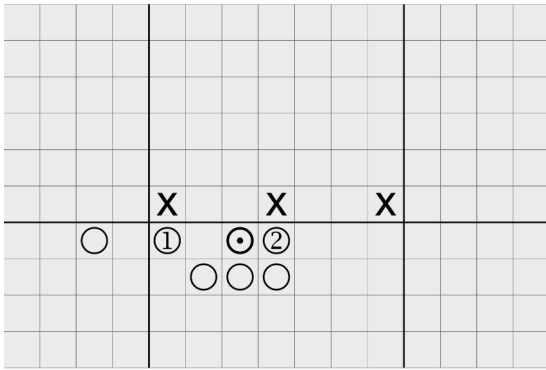


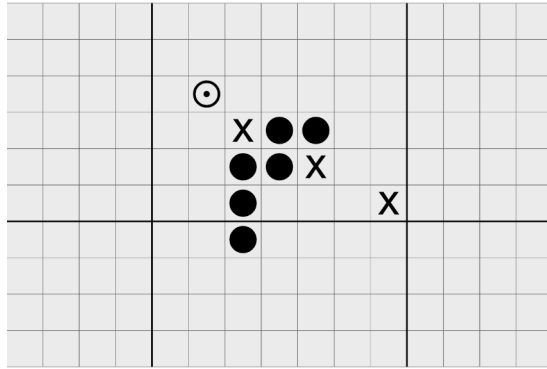
MA7 303 8P FRENZY



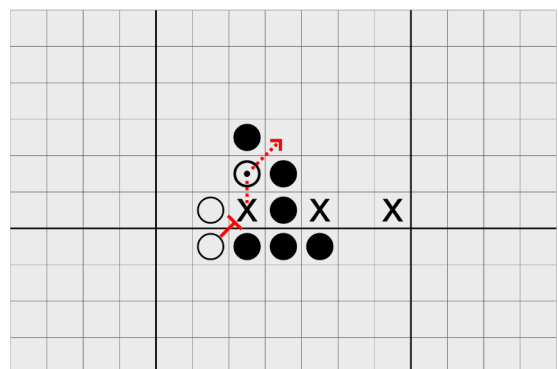
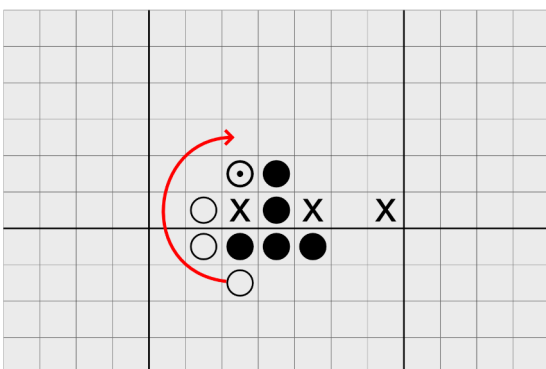
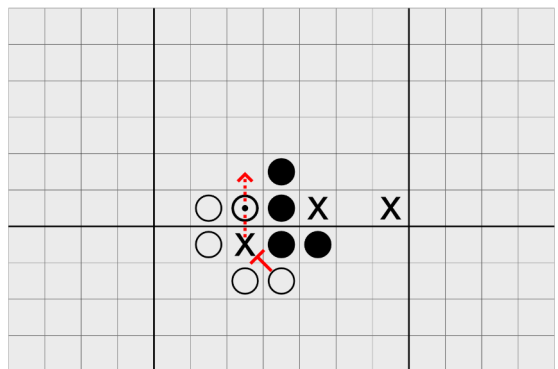
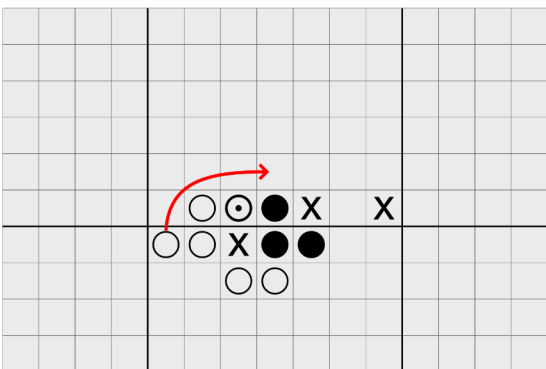
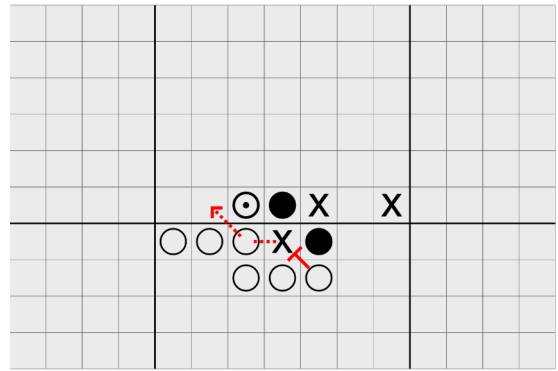
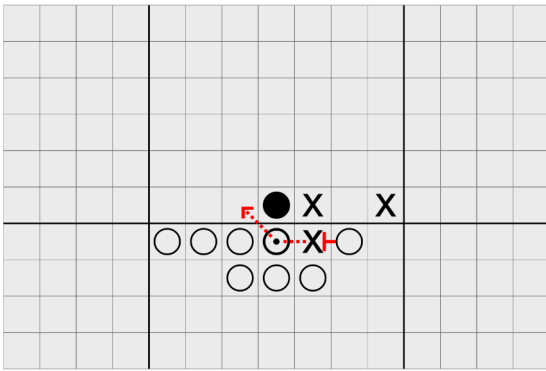
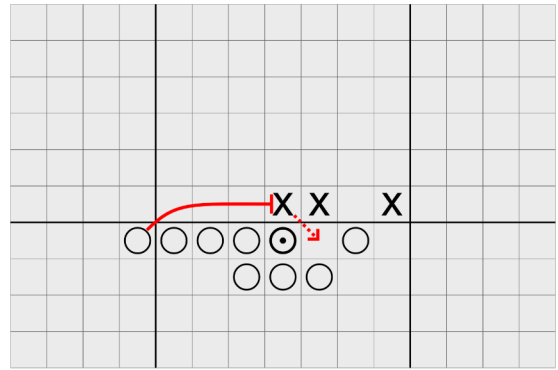
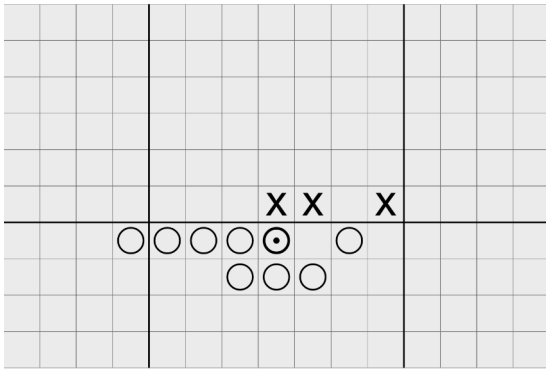


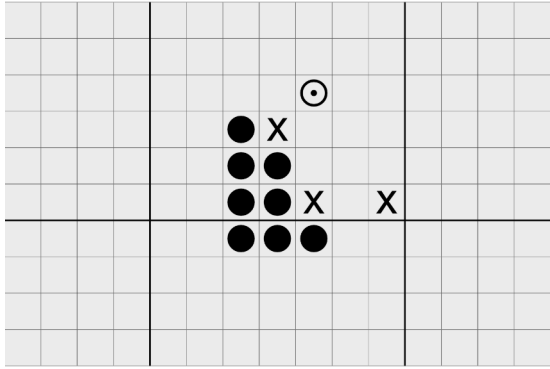
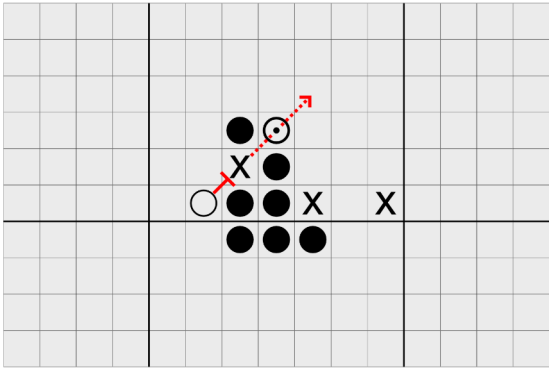
MA7 303 7P 2 FRENZY





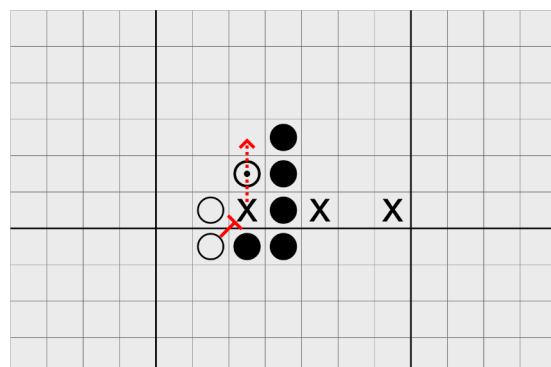
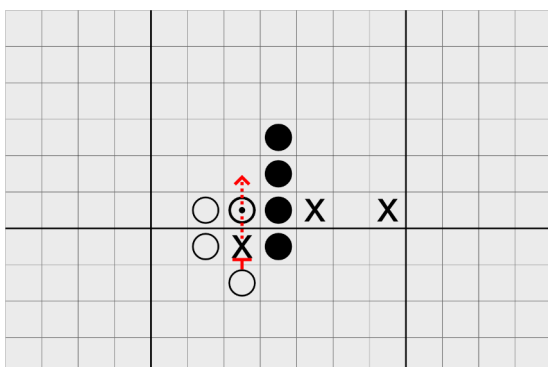
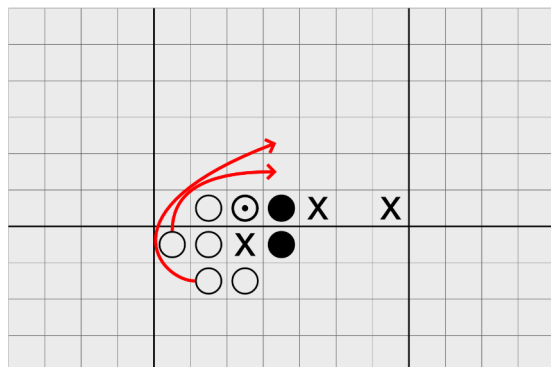
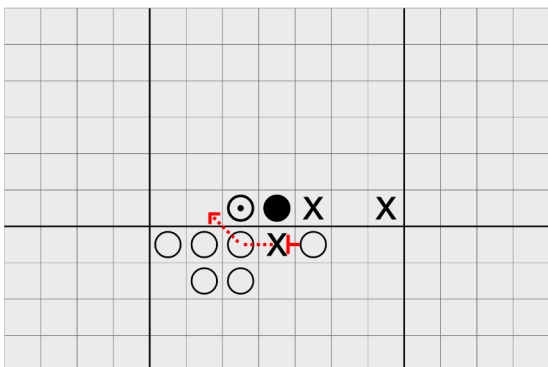
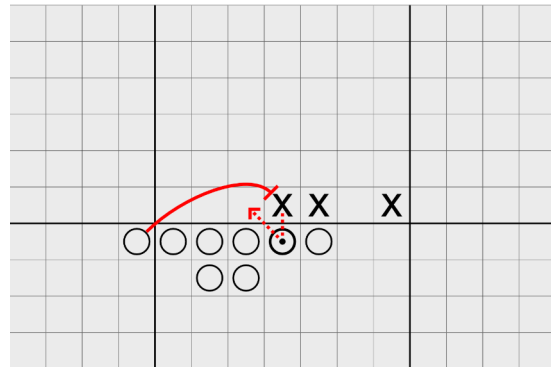
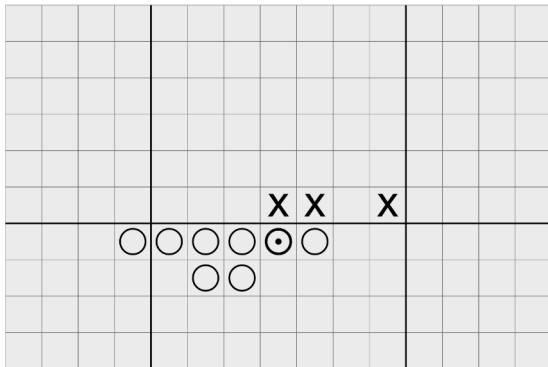
MA7 013 9P

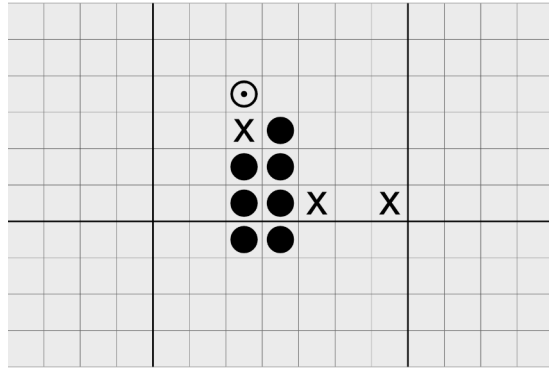
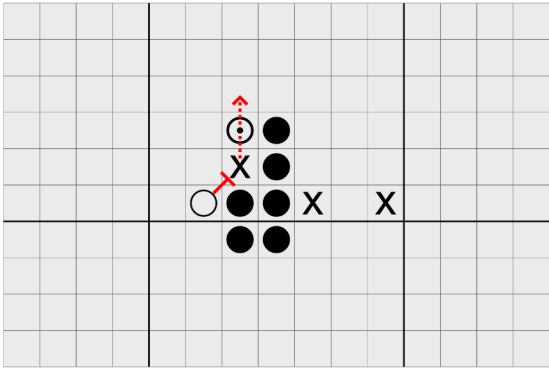




MA7 013 8P SIDESTEP

This was designed for an Elven Union team with a Blitzzer as the primary receiver instead of a faster Catcher. The main reason for including this play is to demonstrate the use of Sidestep during chain pushing. The Elven Union Blitzzer is one of the few players who start with the skill.

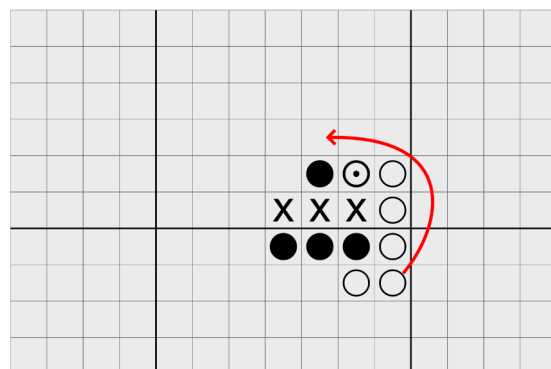
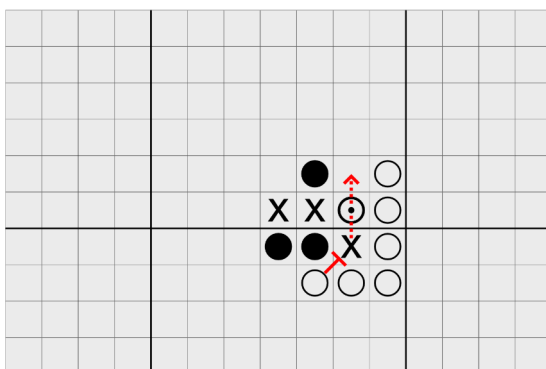
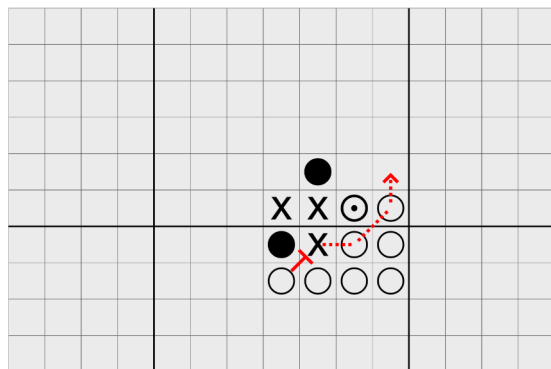
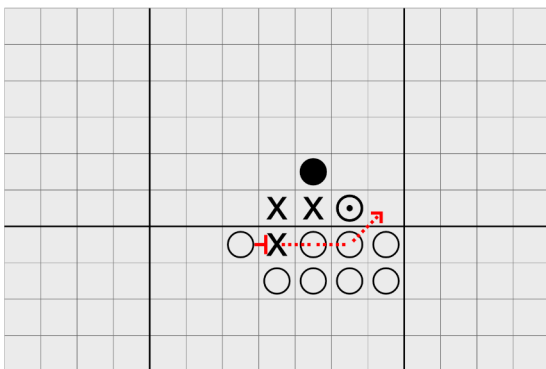
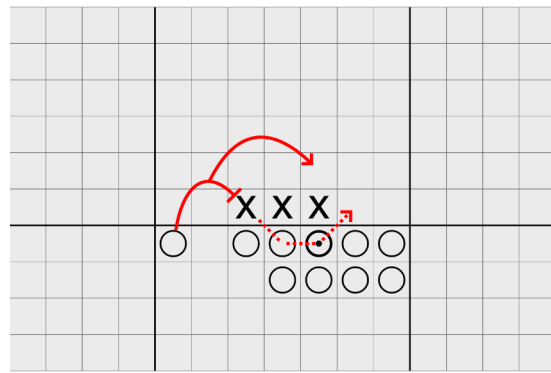
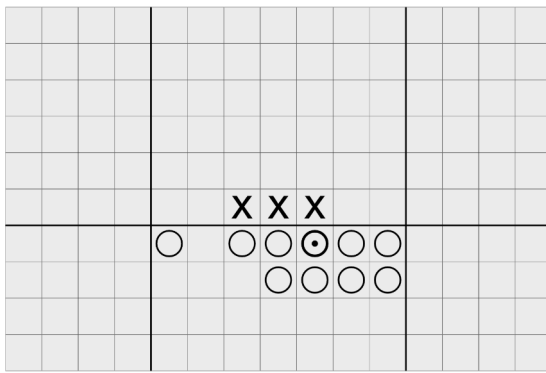


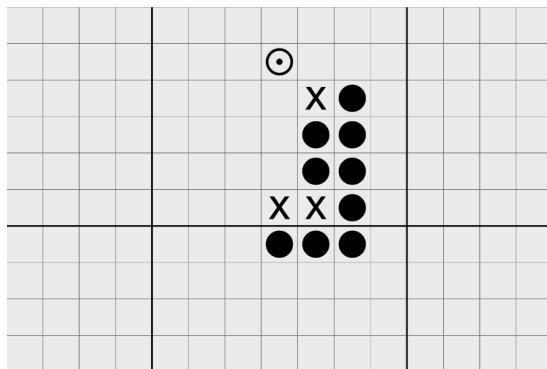
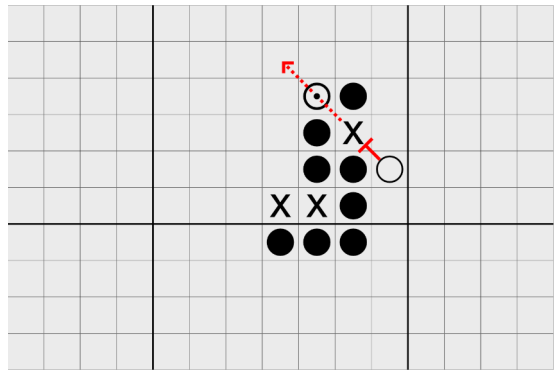
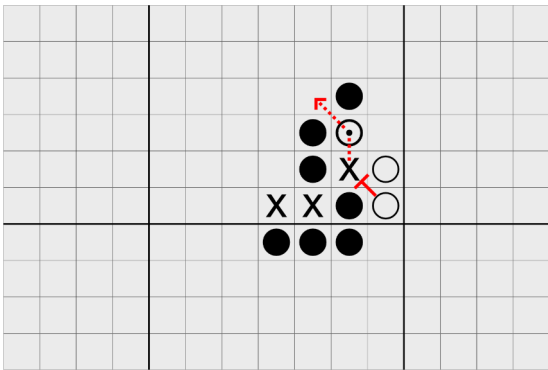
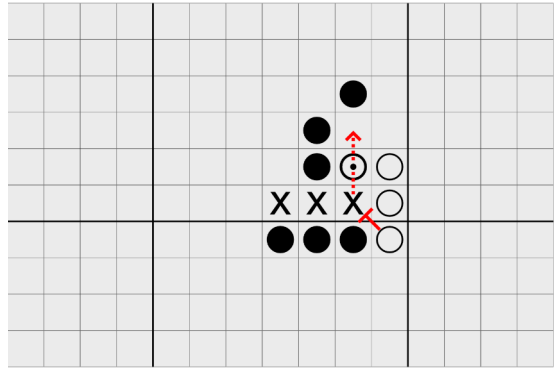
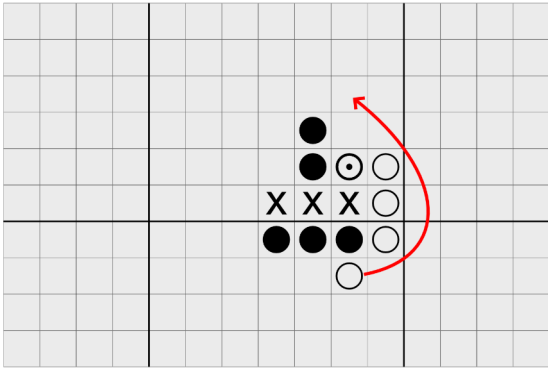


MA6 101 10P

This was designed for an Orc team. The blitz in diagram 2 is best done by an ST4 Big Un Blocker to make it a 2D block. Unfortunately, a Rush will be necessary to reposition. Even so, that's more likely to succeed than a 1D blitz with an ST3 Orc Blitzer. Also note that if a Big Un Blocker perform the blocks in diagrams 5 or 11 against an ST3 opponent, they would be 3D blocks with a 70% chance of getting Push. If a Big Un Blocker performs the final block against an ST3 opponent in diagram 12, there would be a 96% chance of success.

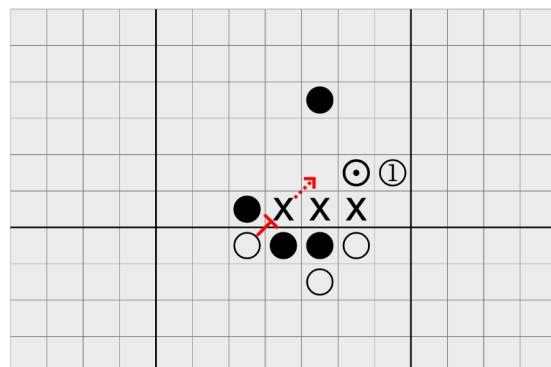
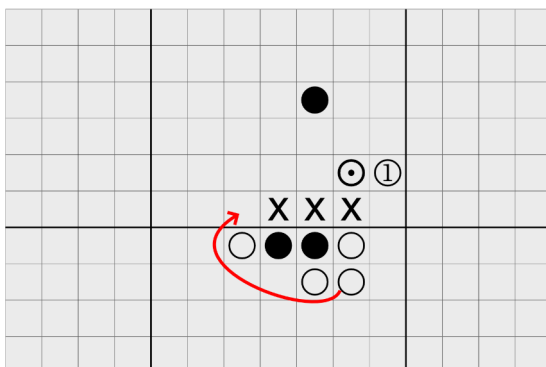
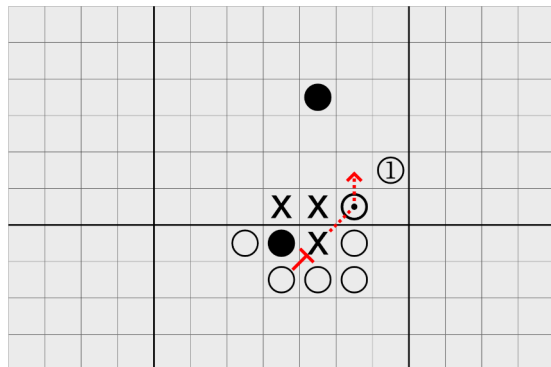
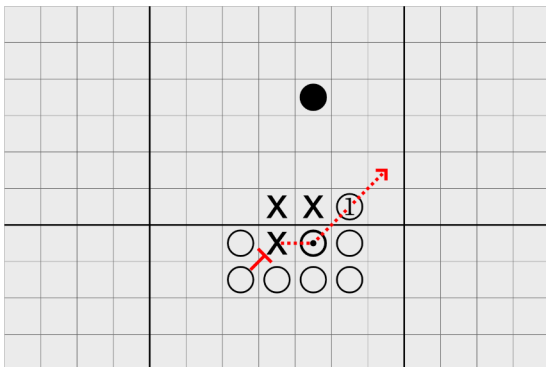
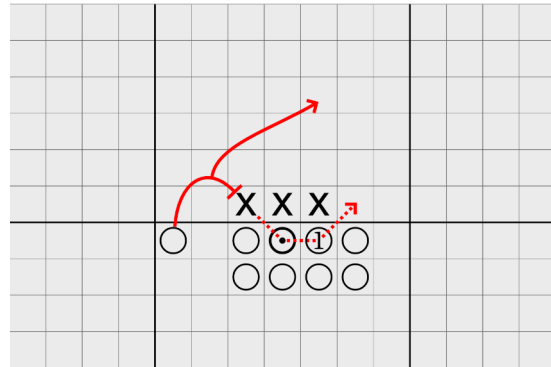
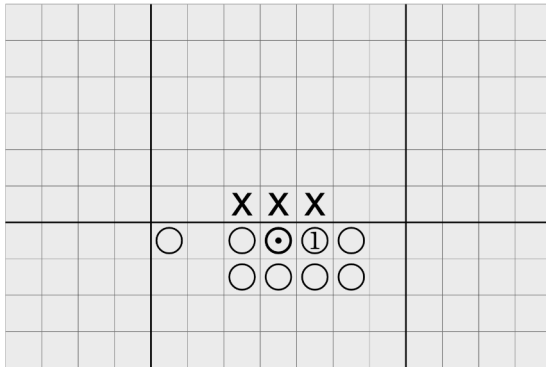
Keep in mind, though, the overall chance of succeeding this OTT attempt (including ball retrieval and getting past the gauntlet) is likely to be less than 1%.

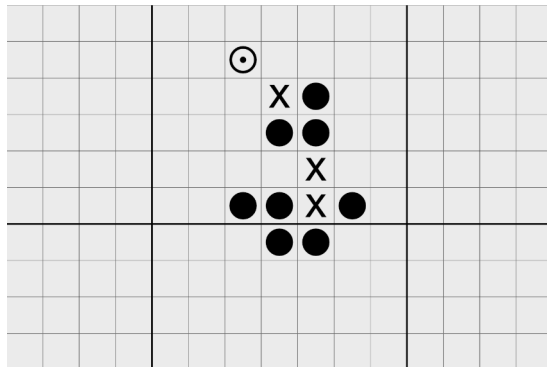
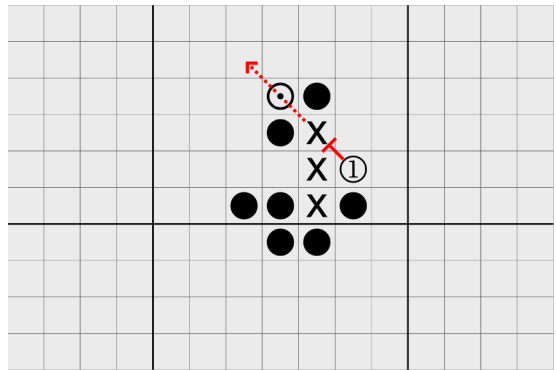
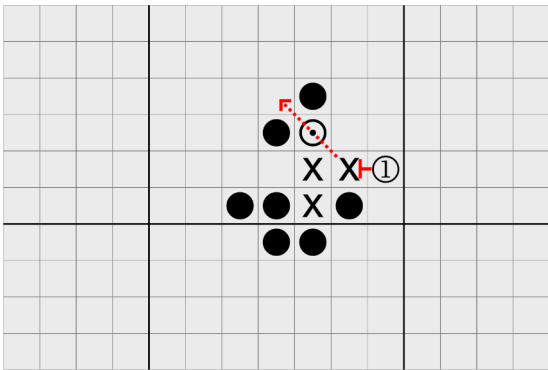
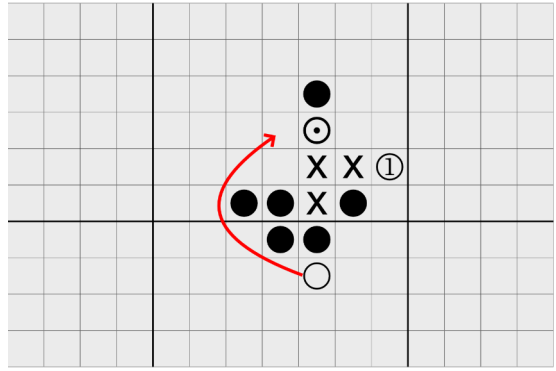
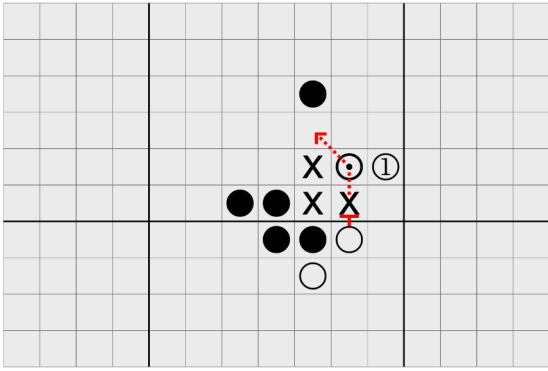




MA6 101 9P FRENZY

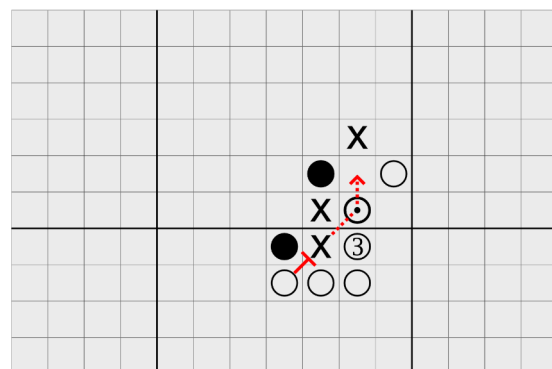
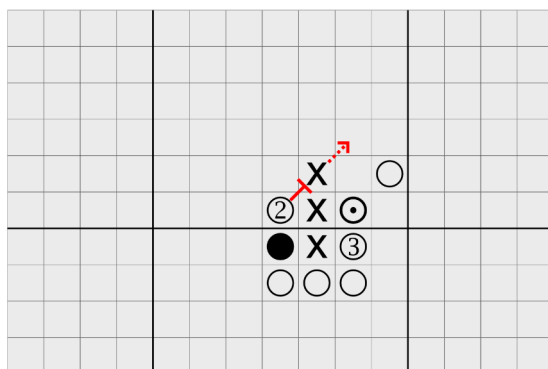
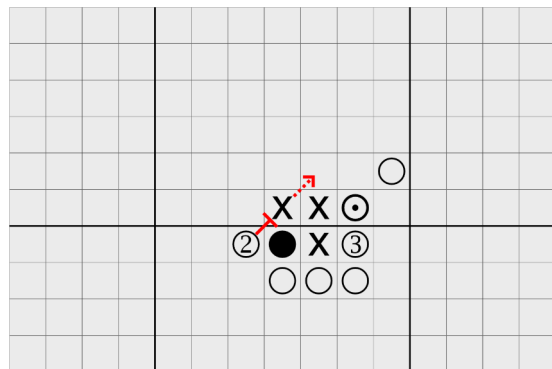
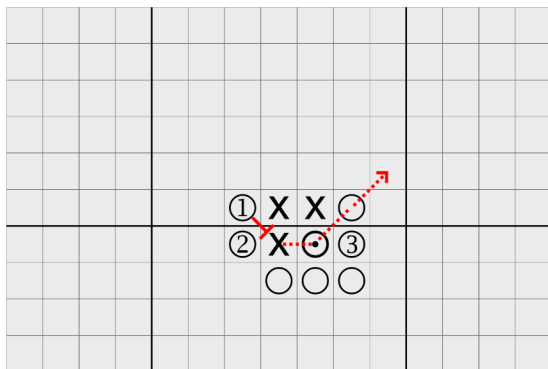
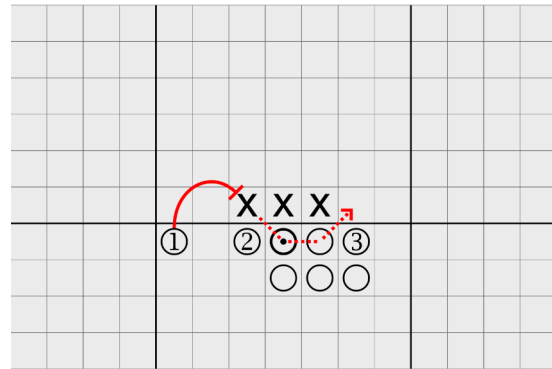
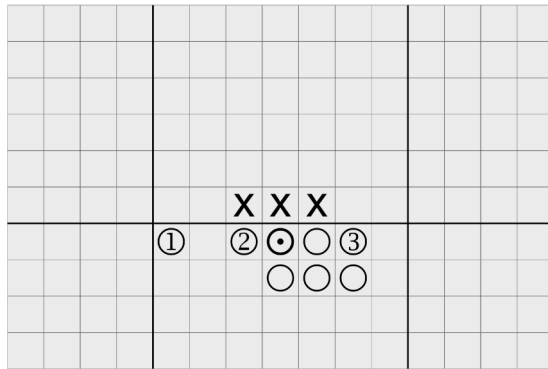
This play was designed for a rookie Chaos Chosen team with a Minotaur. The blitz in diagram 2 is best performed by a Beastman to take advantage of Horns and MA6 for repositioning. Take note that the final block in diagram 10 will be a 3D block with a 96% chance of success if performed by an ST5 Minotaur against an ST3 opponent.

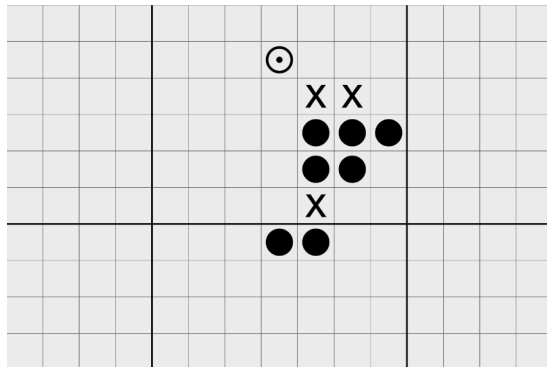
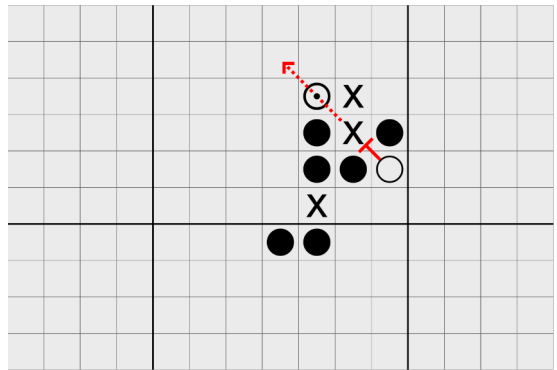
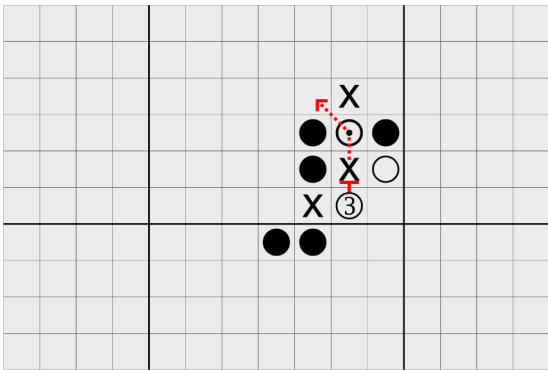
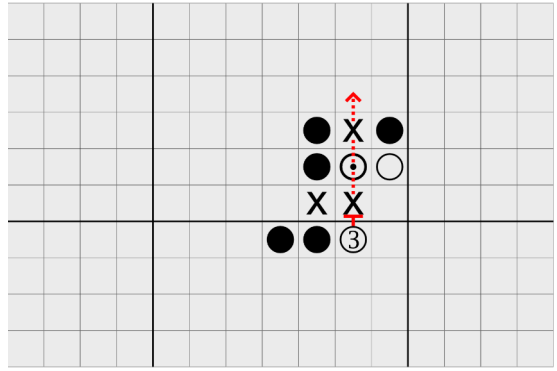
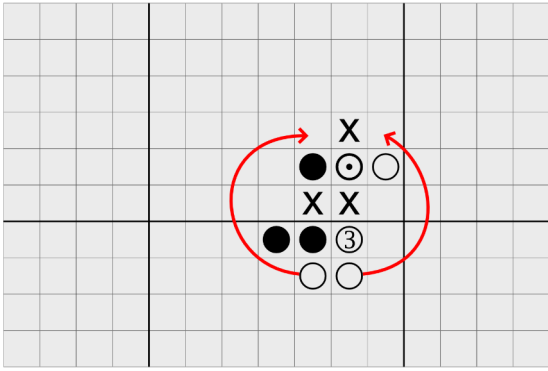




MA6 101 8P 3 FRENZY

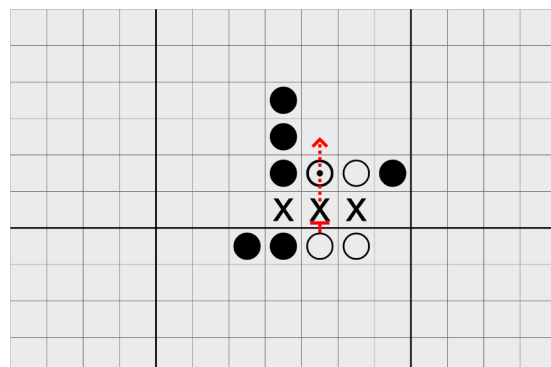
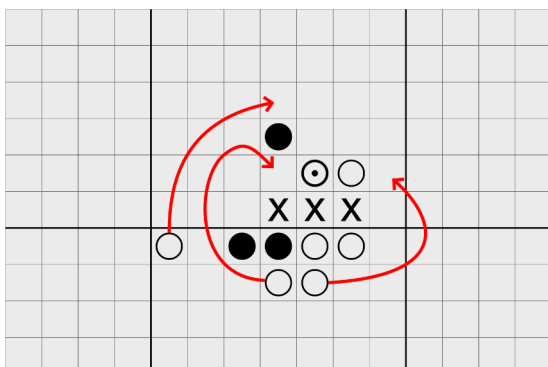
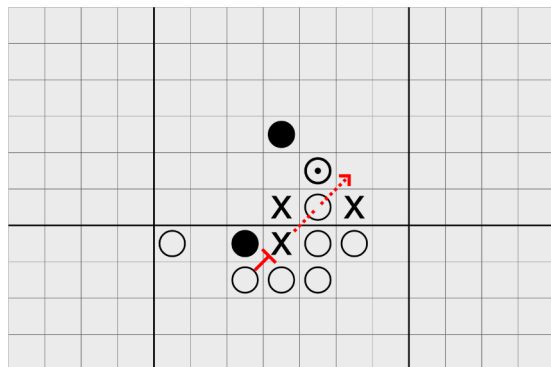
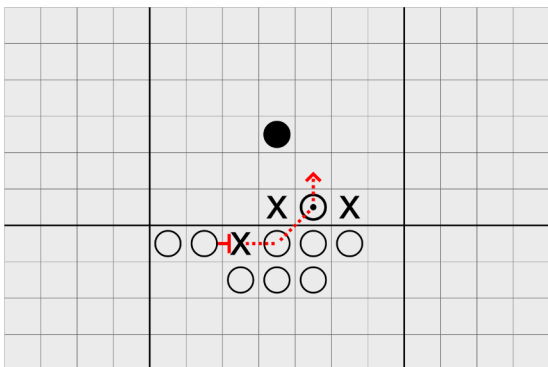
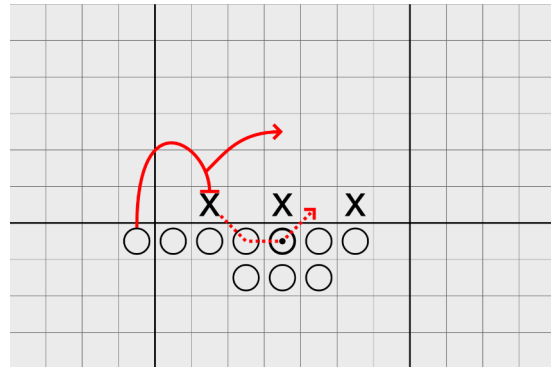
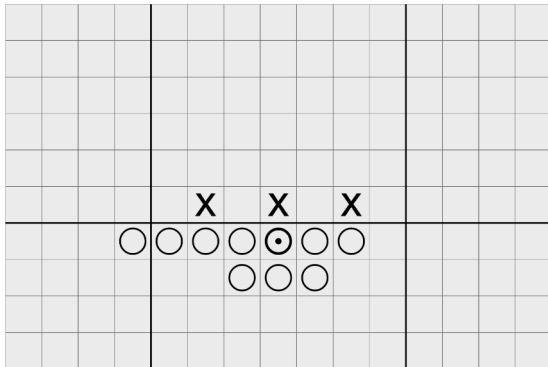
This was designed for a rookie Khorne team. Players ①, ② and ③ should be ST4 Bloodseekers to ensure the blitz in diagram 2 and the blocks in diagram 3, 4, 5 and 8 are 2D blocks.

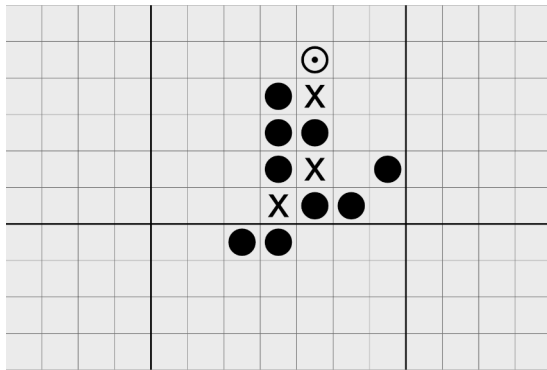
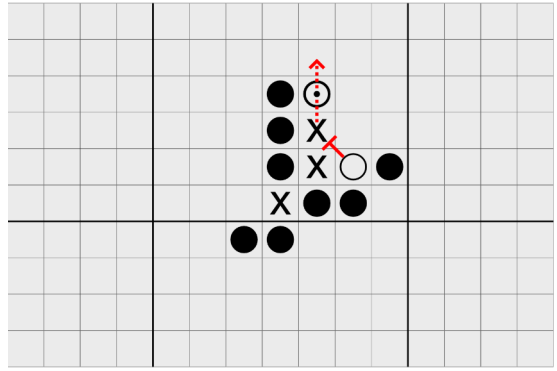
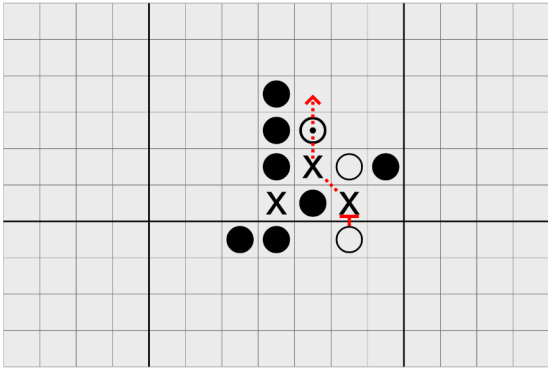




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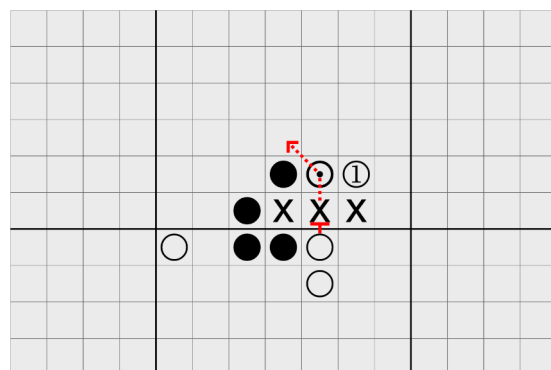
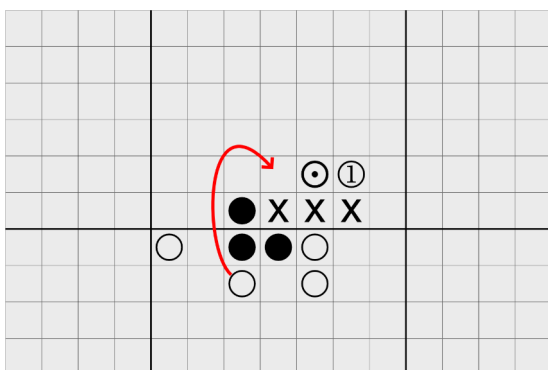
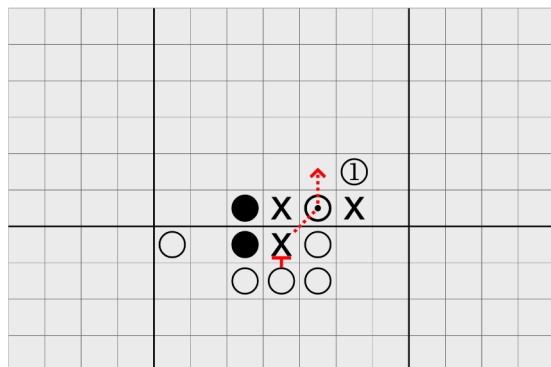
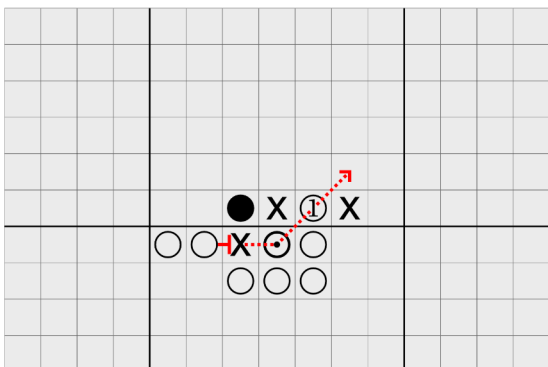
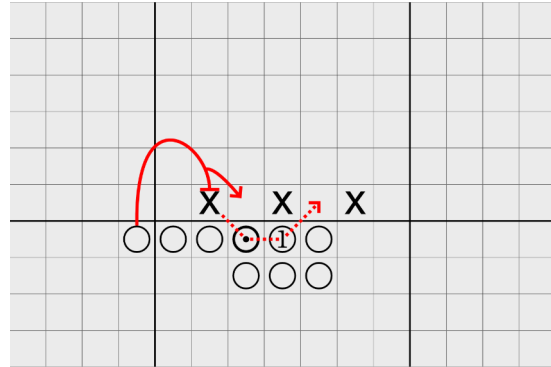
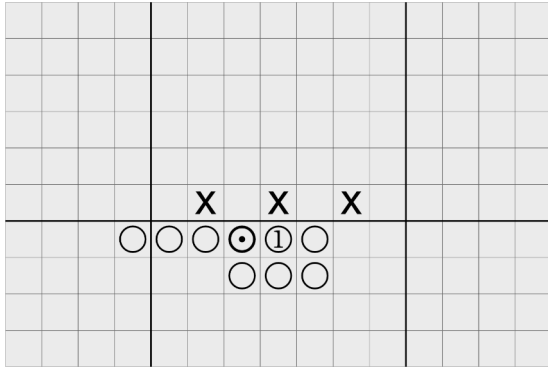
This was designed for an Orc team. Note that the blitz and repositioning in diagram 2 require moving seven squares in total. An MA6 Orc Blitzzer could pull that off with a single Rush. The block in diagram 6 should be done by an ST4 Big Un Blocker to make it a 2D block against an ST3 opponent.

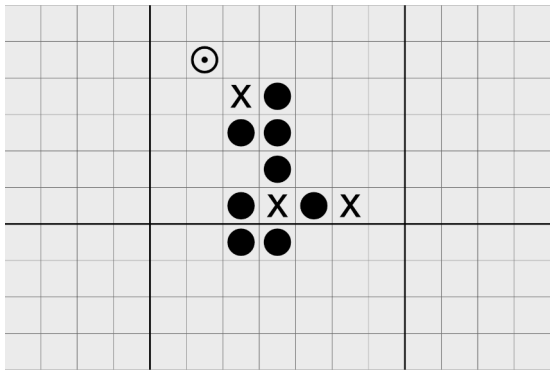
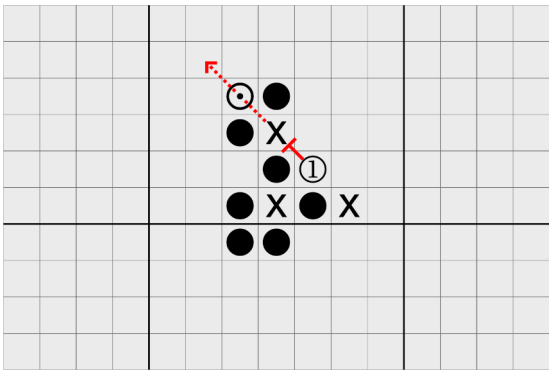
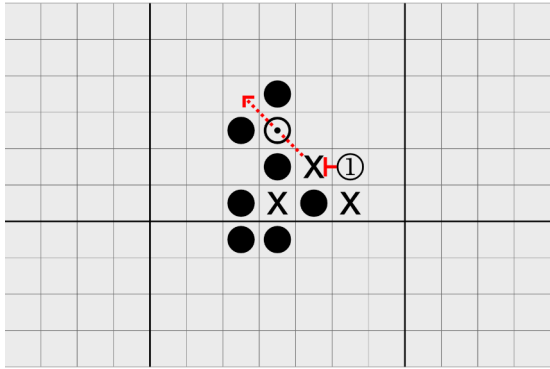
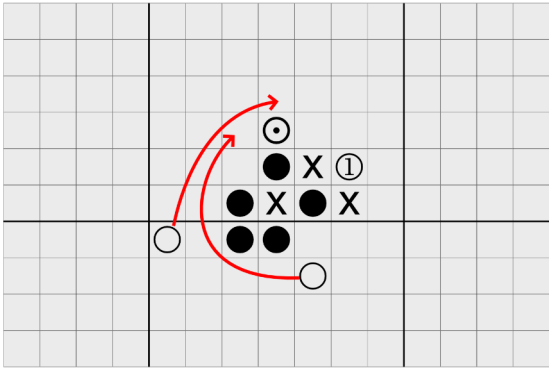




MA6 202 9P FRENZY

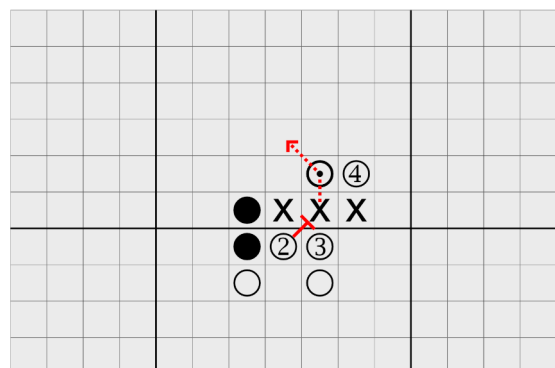
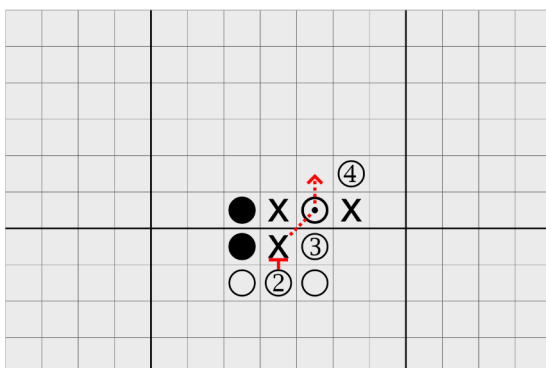
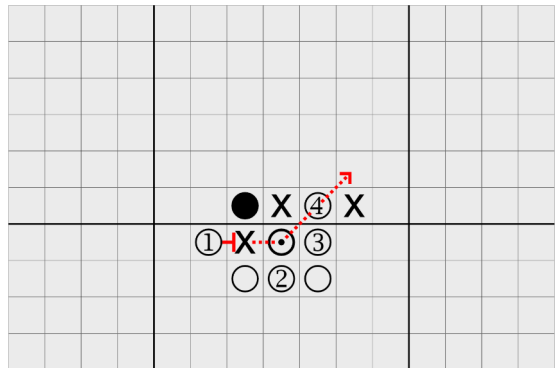
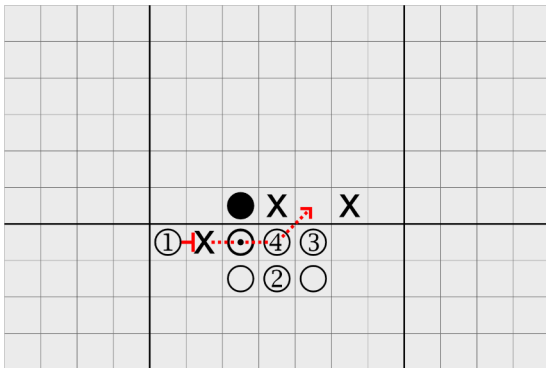
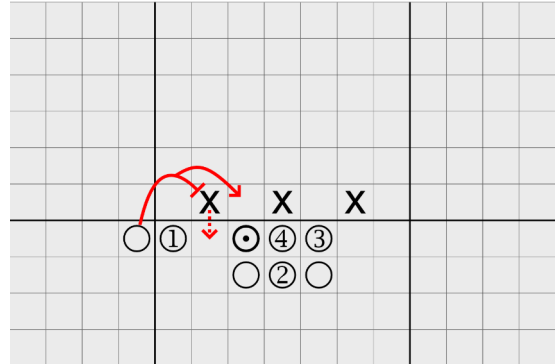
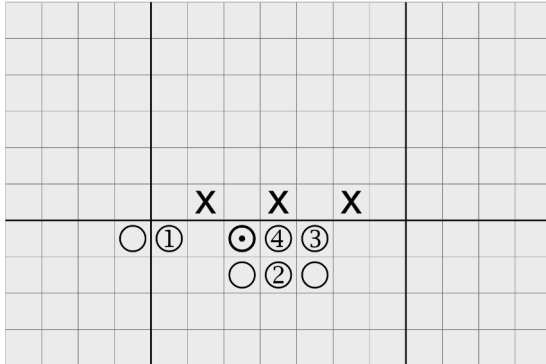
Note that there's a 1D block with only a 33% chance of success in diagram 6. Ideally, it should be done by an ST4 player to turn it into a 2D block.

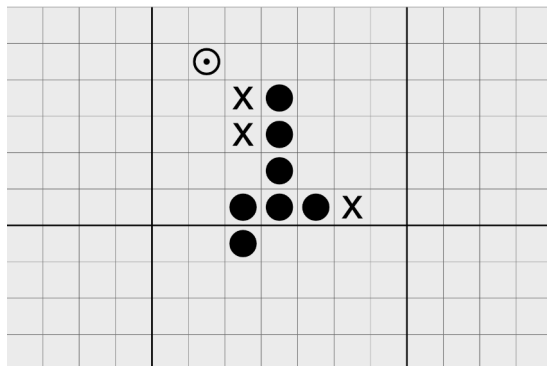
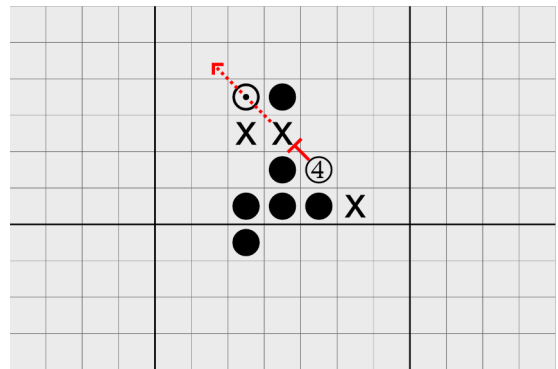
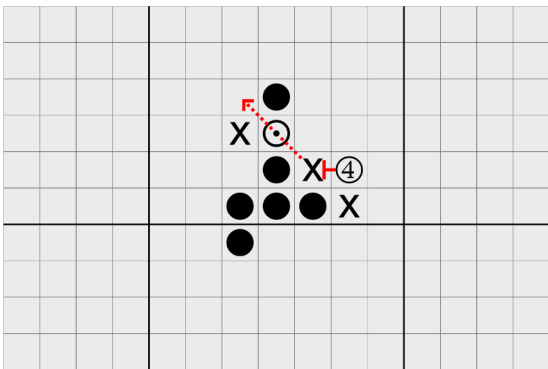
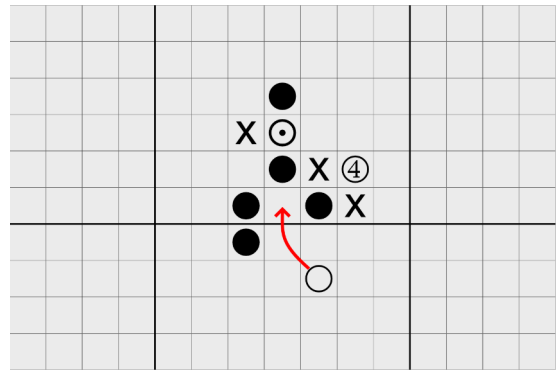
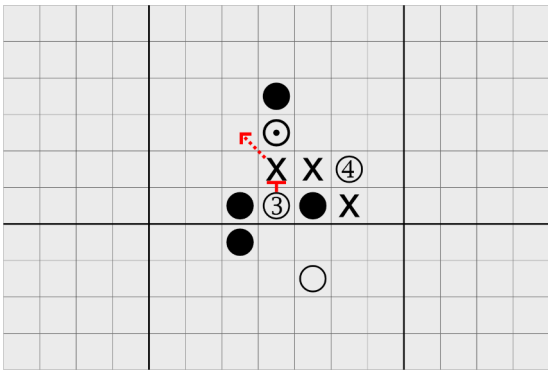
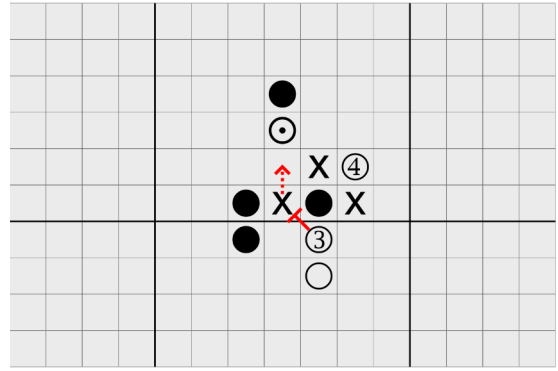
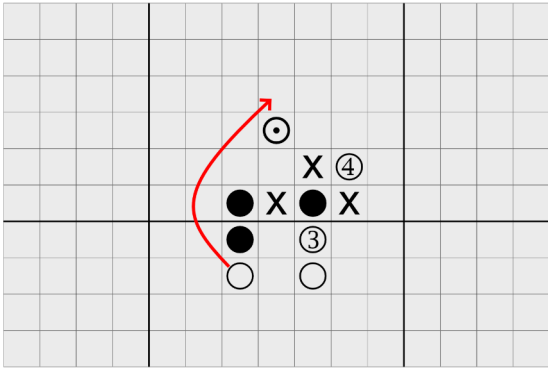




MA6 202 8P 4 FRENZY

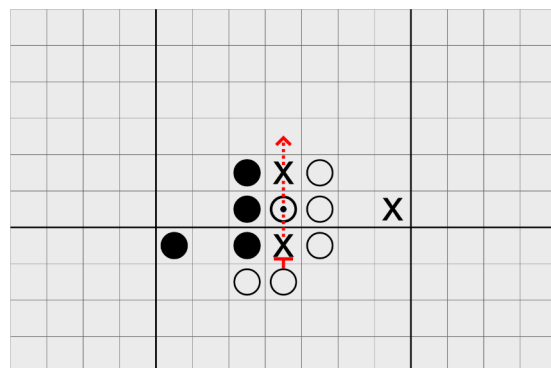
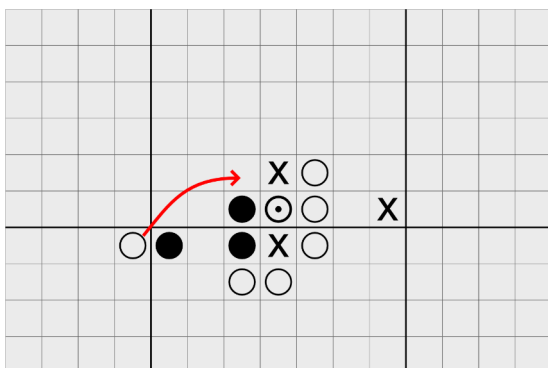
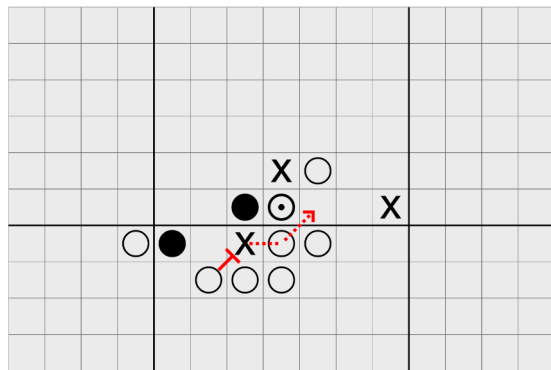
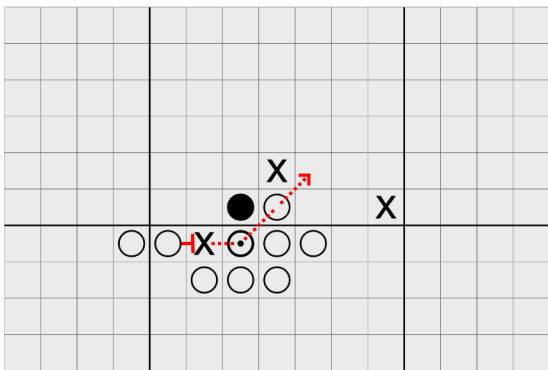
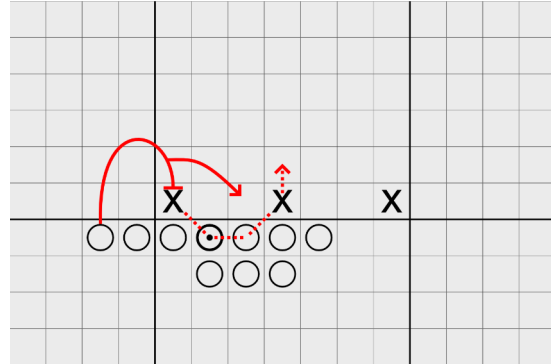
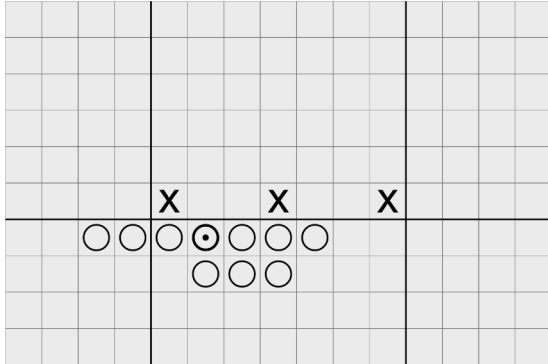
This was designed for a rookie Khorne team. Players ② and ④ should be ST4 Bloodseekers but players ① and ③ could be ST3 Bloodborn Marauders. The blitz should be done by a non-Frenzy player (i.e. Khorngor) as you need to reposition afterwards. Note that there's 89% chance of succeeding the block in diagram 9 as you are merely filling a gap to set up the final blocks.

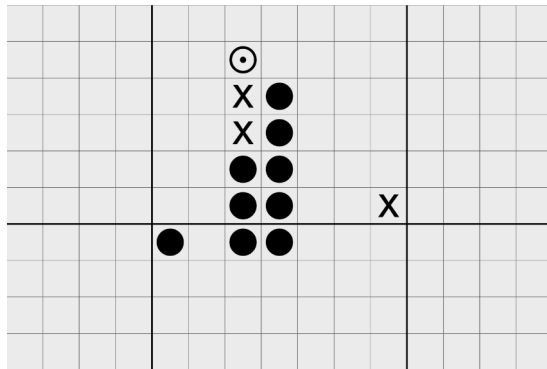
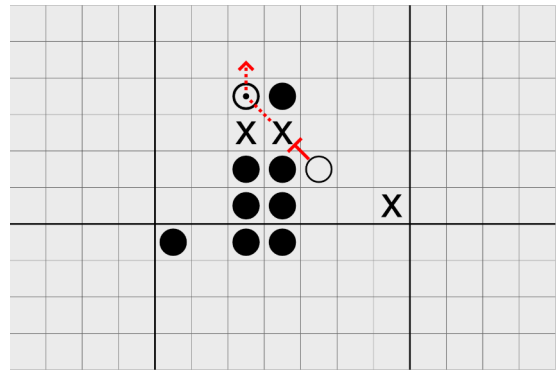
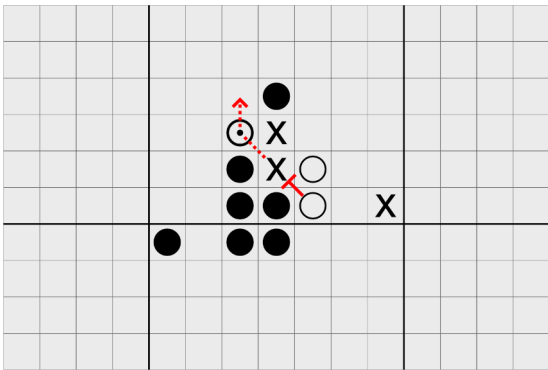
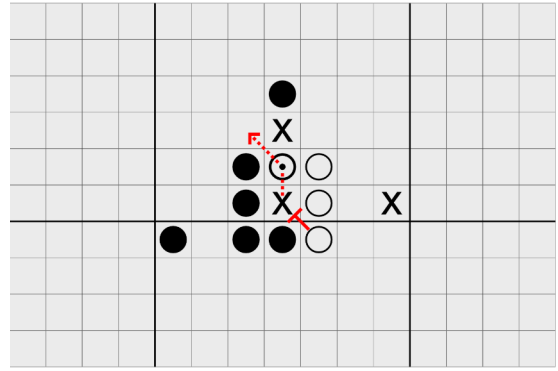
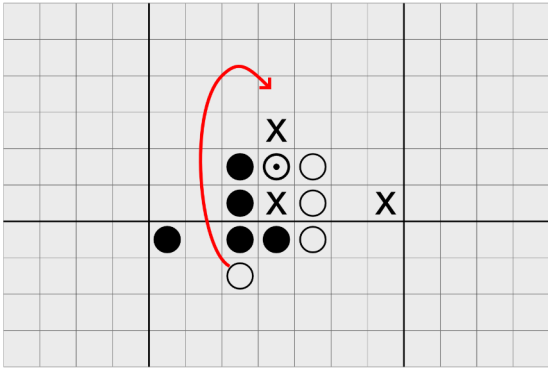




MA6 303 10P

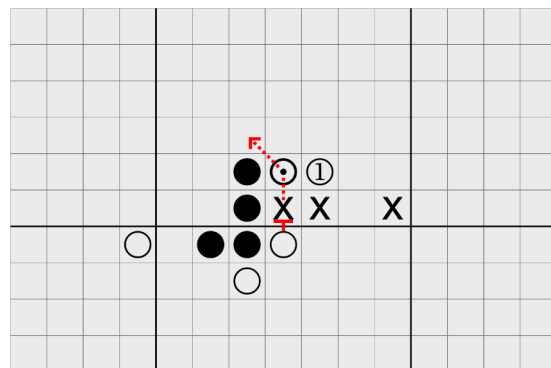
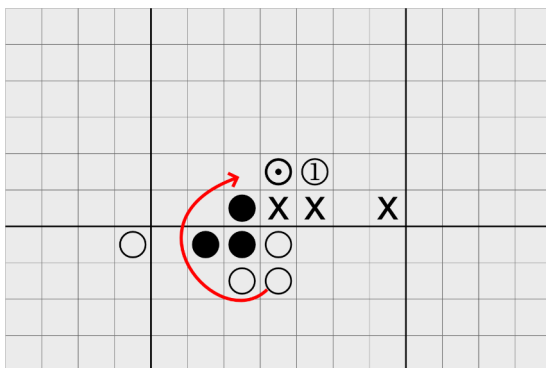
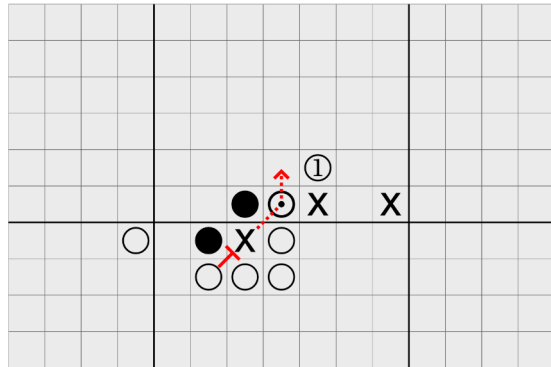
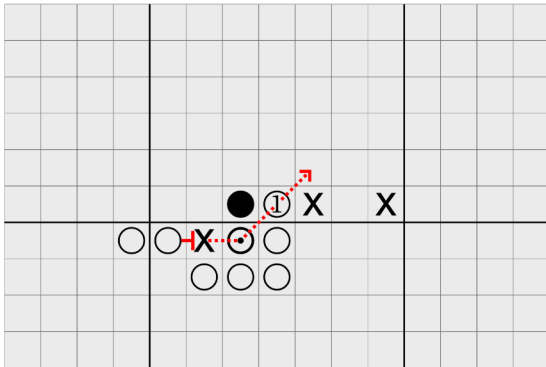
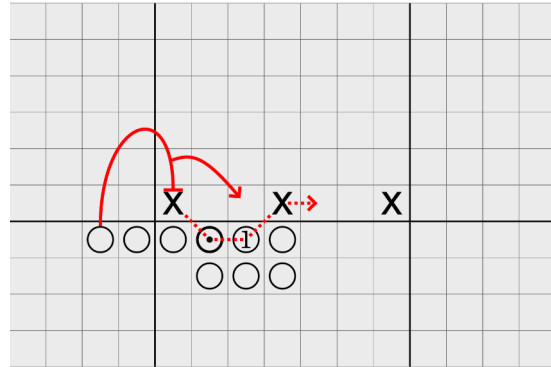
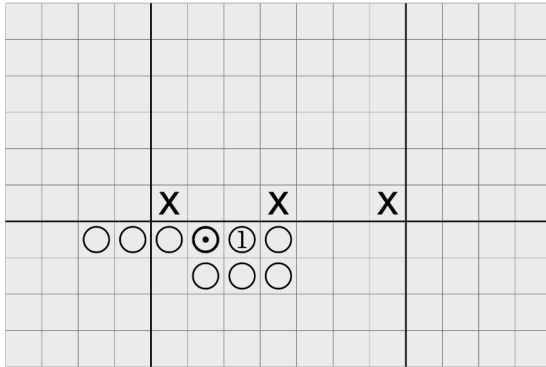
A rookie Orc team could pull this off but it will require Rushes (diagrams 2 and 7). The final block (diagram 10) lacks assists so it's best performed by an ST4 Big Un Blocker to increase the chance of success from 67% to 89%. There are a couple of opportunities for another Big Un Blocker to make 3D blocks (diagrams 3, 4 and 6) and there's even a potential 3D block for an ST3 player in diagram 8.

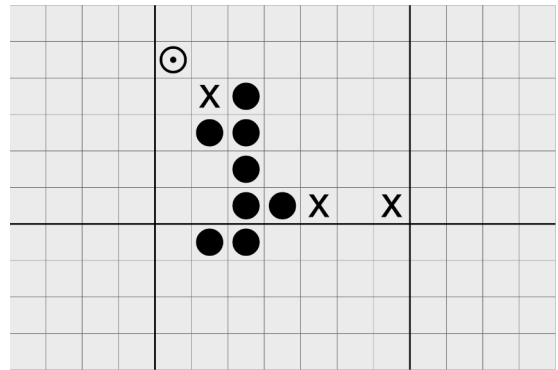
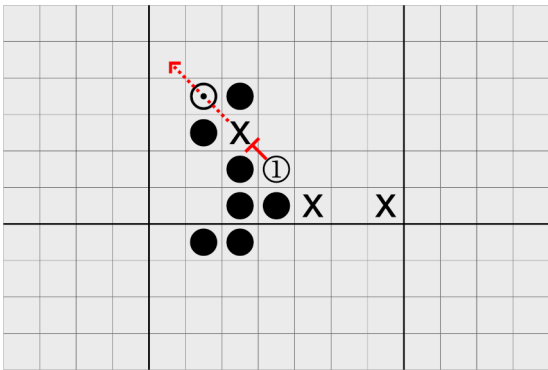
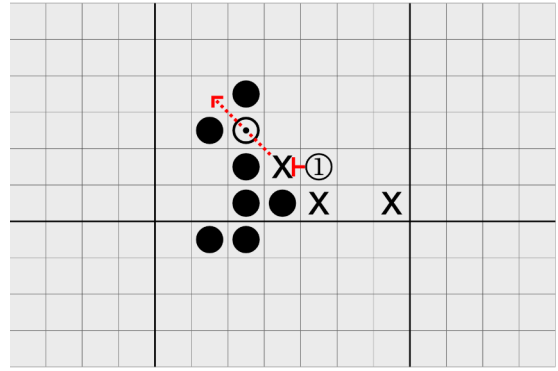
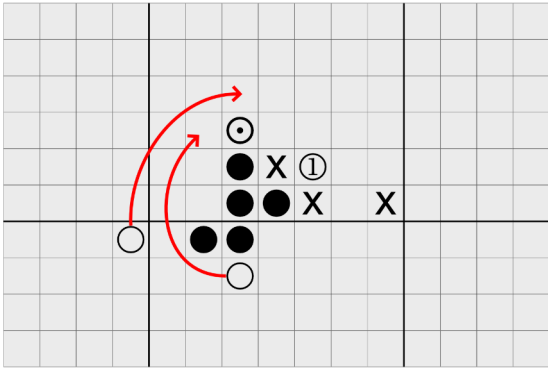




MA6 303 9P FRENZY

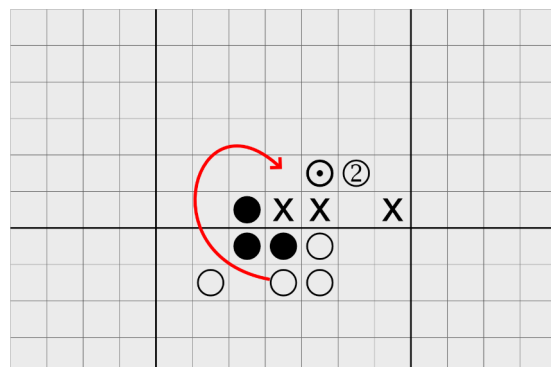
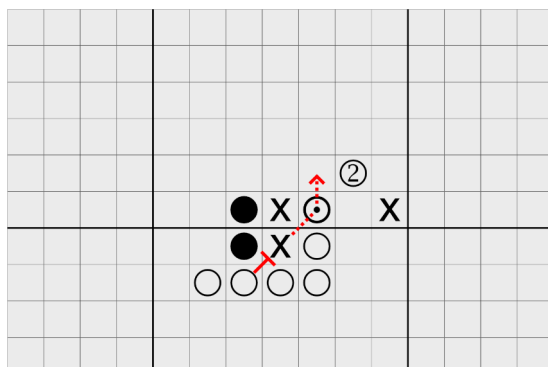
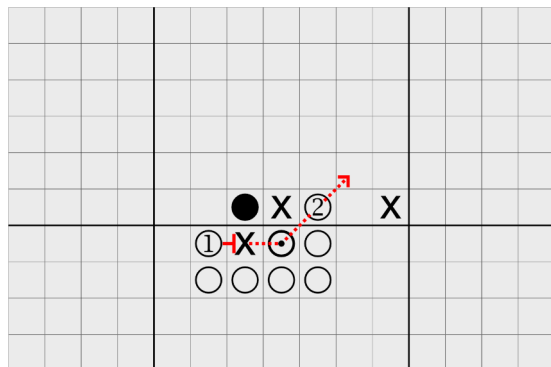
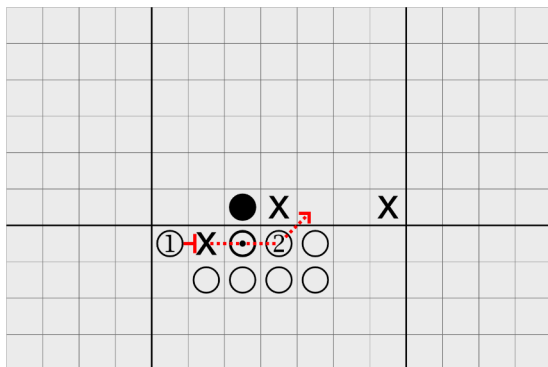
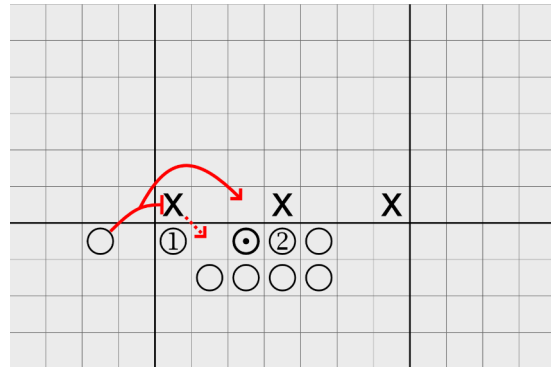
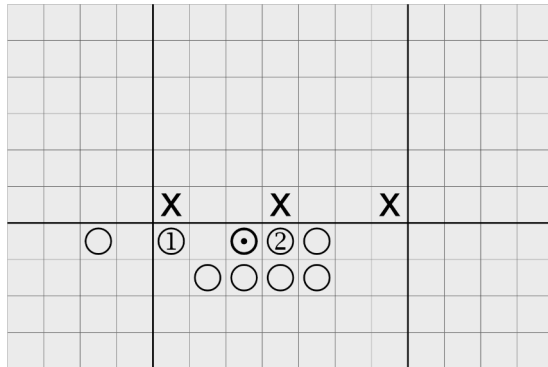
Note that the blitz and repositioning seen in diagram 2 require moving seven squares.

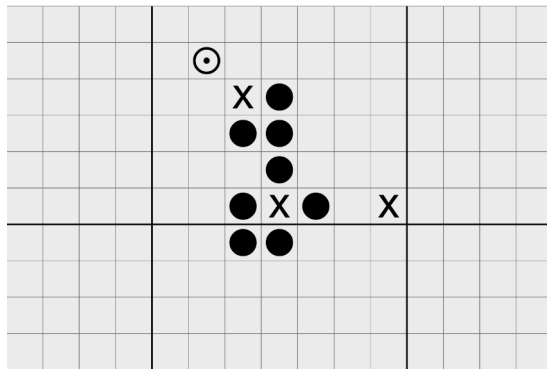
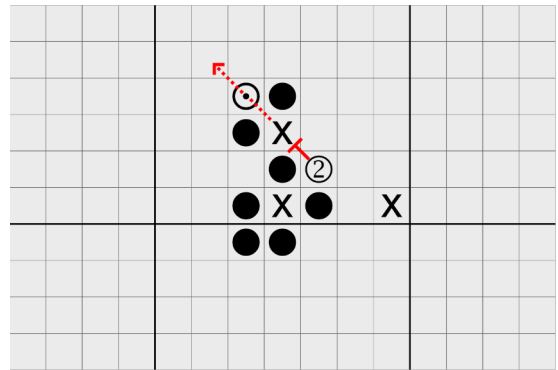
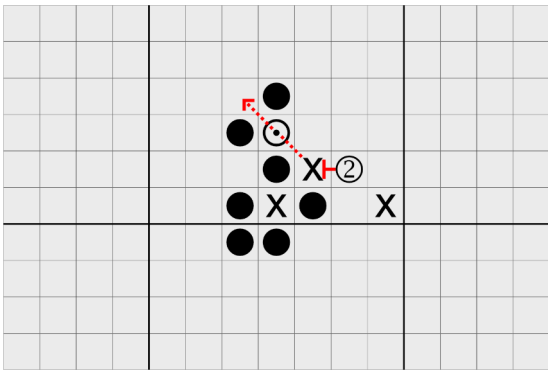
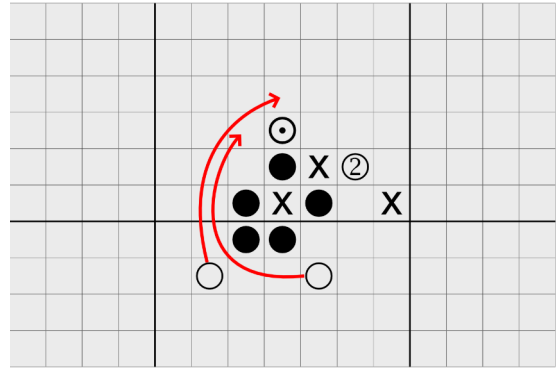
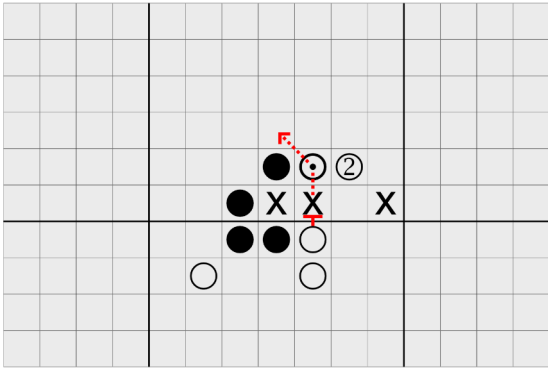




MA6 303 9P 2 FRENZY

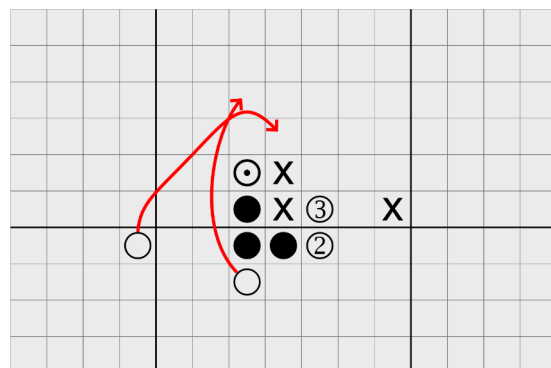
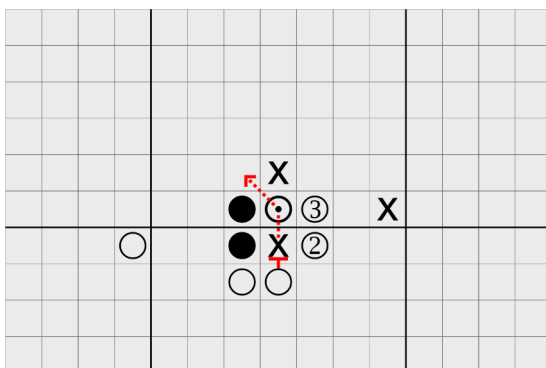
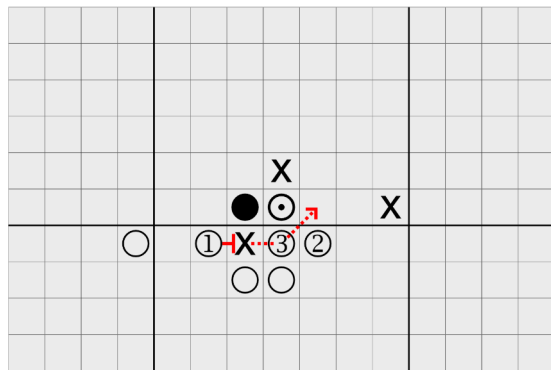
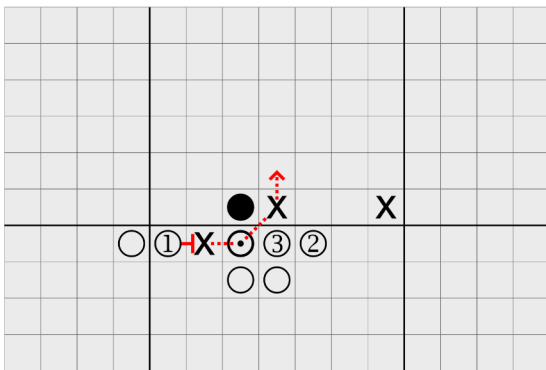
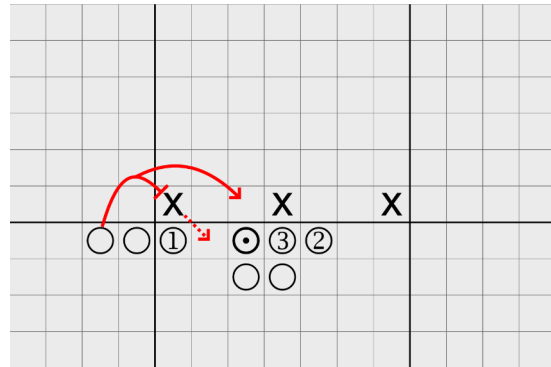
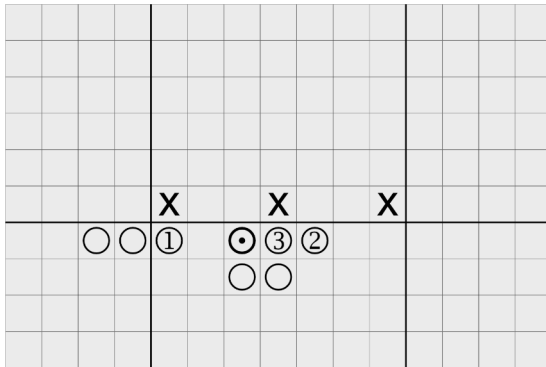
This is an odd play. There are few TV1000 teams with only two Frenzy players and an MA6 primary receiver. One of those is a Chaos Renegade team with a Minotaur and a Rat Ogre but missing a Skaven. A Dwarf team with a pair of Troll Slayers could theoretically pull this off but it will require a lot of Rushes.

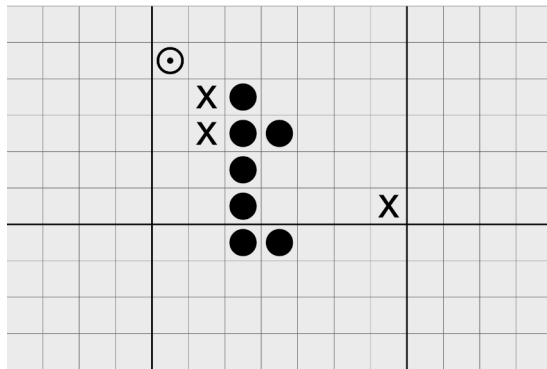
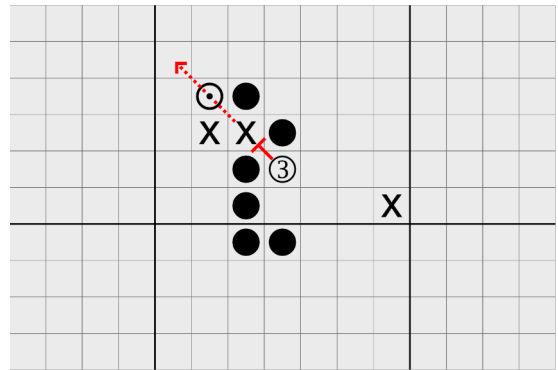
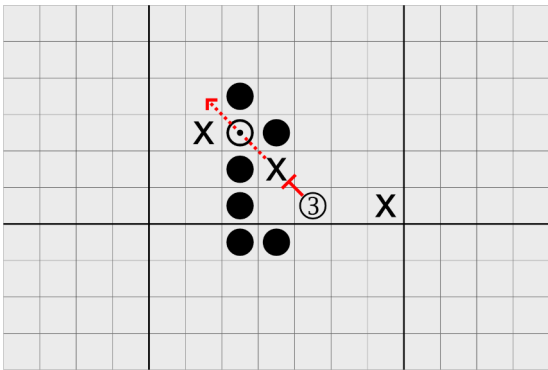
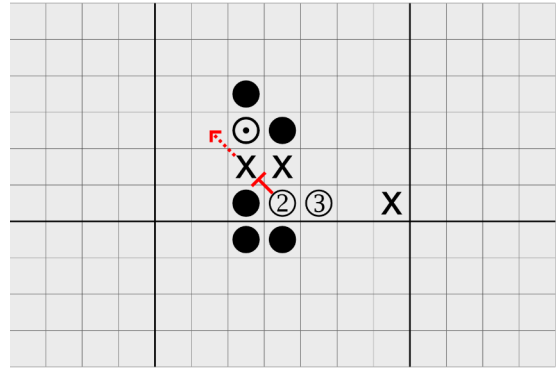
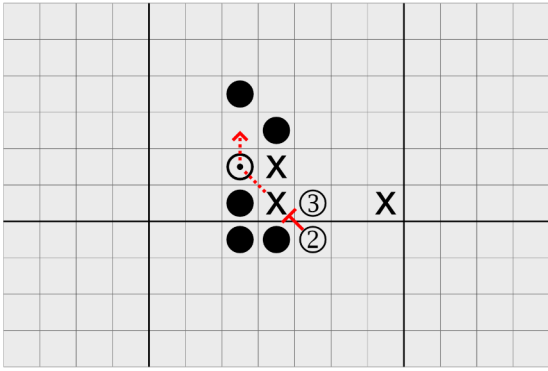




MA6 303 8P 3 FRENZY

This was designed for a rookie Khorne team. The player performing the blitz in diagram 2 needs to reposition and only the Khorngors can pull that off without dodging. The block in diagram 5 should also be done by a non-Frenzy player i.e. a Khorngor. Players ① and ② should ideally be ST4 Bloodseekers to make the block in diagram 4 a 3D block and the block in diagram 8 a 2D block.





ANTI-OTT SETUPS

The previous plays focused on [the basic anti-OTT setup](#) with three opponents on the LOS and the remainder forming a gauntlet close to the end zone.

An experienced coach who's determined to prevent your OTT attempt is going to switch to a more complex setup. For chain push OTT attempts, this typically means limiting your room to manoeuvre by packing the area close to the LOS.



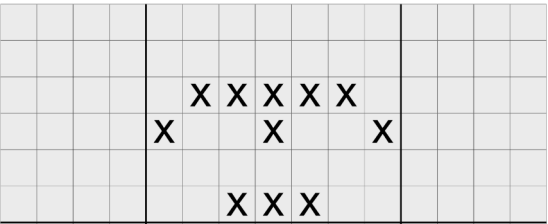
Finding a way through these anti-OTT setups is going to be difficult because there are opponents and tackle zones compressed in a tight space. It will require more blocks than usual and might even require risky moves like dodges and 1D blocks.

For the most part, 1D blocks were made to fill gaps to set up chain pushes. Keep in mind that the chance of getting a Push, Defender Stumbles or Pow result necessary for that with a 1D block is slightly better than the chance of getting a Push with a 2D block (67% versus 56%). However, in some situations, there was no alternative to getting a Push with a 1D block. Unfortunately, that only has a 33% chance of success.

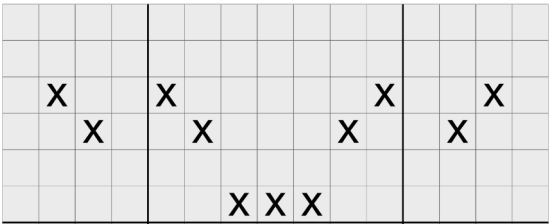
As a consequence of all that, the plays that follow have worse odds than those seen previously. However, the overall odds, which take into account ball retrieval and the final dash to the end zone, might be similar because anti-OTT setups lack the gauntlet that force your primary receiver to make tricky dodges close to the end zone.

The following anti-OTT formations may not be representative of what you'll face but they do pose interesting problems. The suggested solutions for them should hopefully provide some inspiration when you encounter something different.

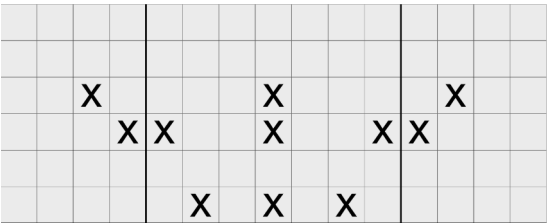
For the most part, these plays were designed for an MA7 primary receiver. Coaches should have no problems adapting them for faster players.



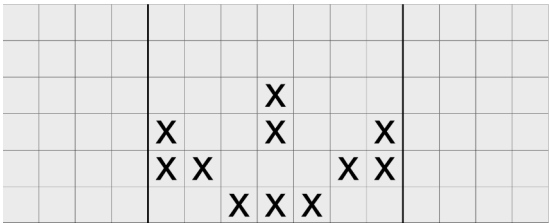
[MA9](#), [MA8](#), [MA7 2 FRENZY](#)



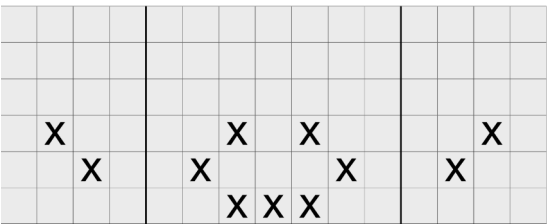
[MA8](#), [MA7](#)



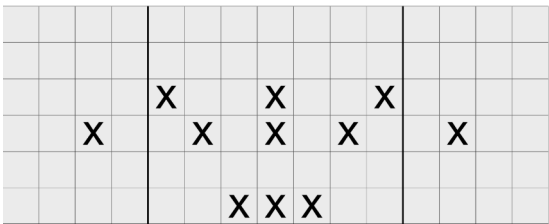
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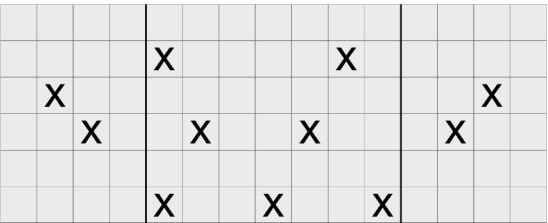
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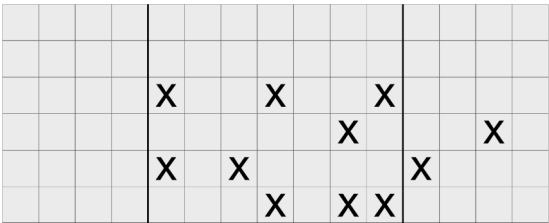
[MA8](#), [MA7 FRENZY](#)



[MA7](#)



[MA8](#), [MA7](#), [MA7 FRENZY](#)



[MA8](#), [MA7 2 FRENZY](#)

			X		X		X		X
			X		X		X		X
					X	X	X		

[MA8, MA7 2 FRENZY](#)

			X		X		X		X
			X		X		X		X
						X	X	X	

[MA8, MA7 2 FRENZY](#)

					X			X	
		X	X	X					X
				X				X	
					X	X		X	

[MA7](#)

			X		X		X		X
			X		X		X		X
					X		X	X	

[MA8, MA7 FRENZY](#)

			X		X		X		
	X		X		X		X		X
			X		X		X		

[MA7](#)

			X		X		X		X
		X					X		X
				X					
					X	X	X		

[MA7](#)

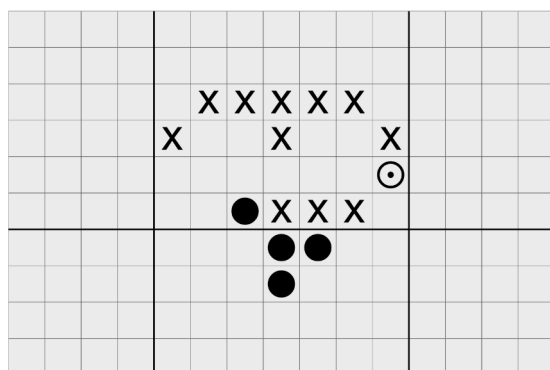
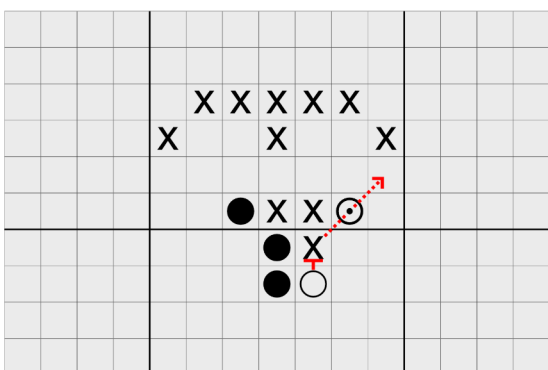
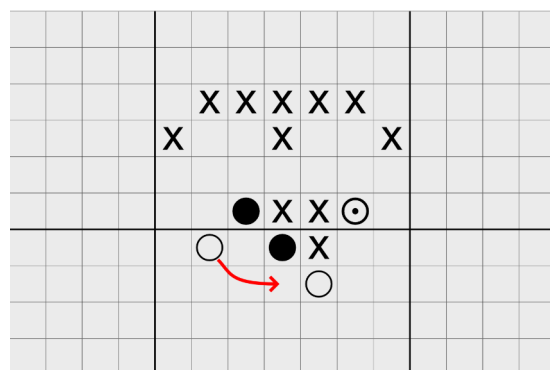
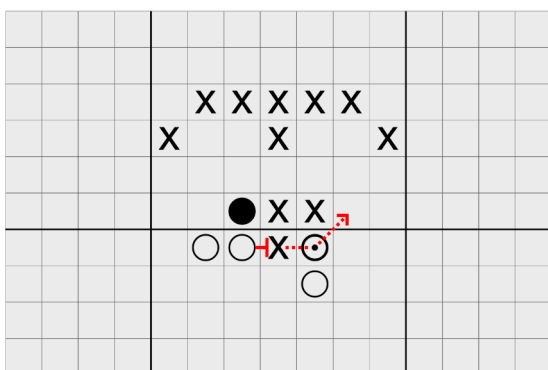
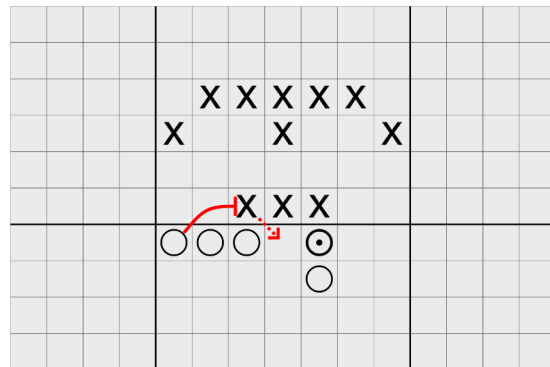
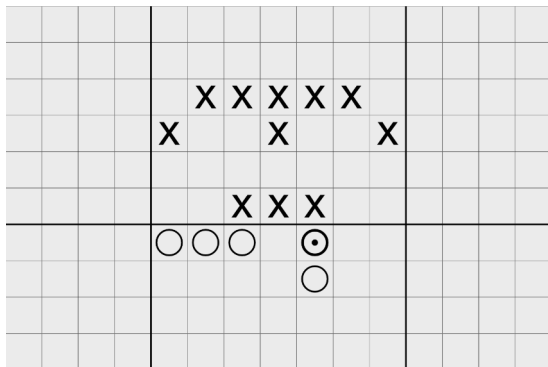
	X								X
		X		X	X			X	
				X					
					X	X		X	

[MA7](#)

	X		X			X			X
								X	
				X					
					X	X		X	

[MA7](#)

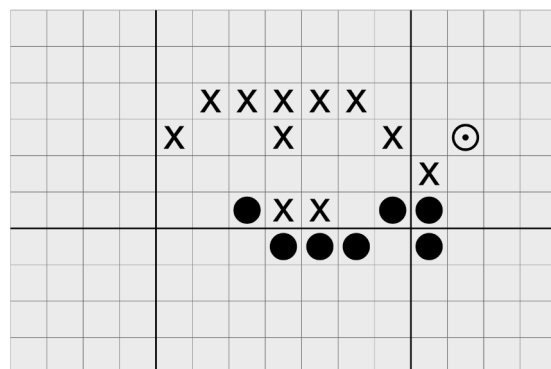
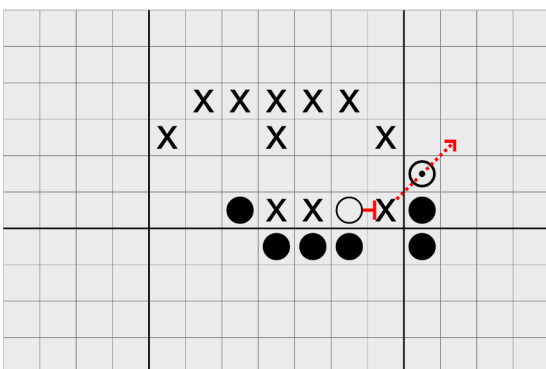
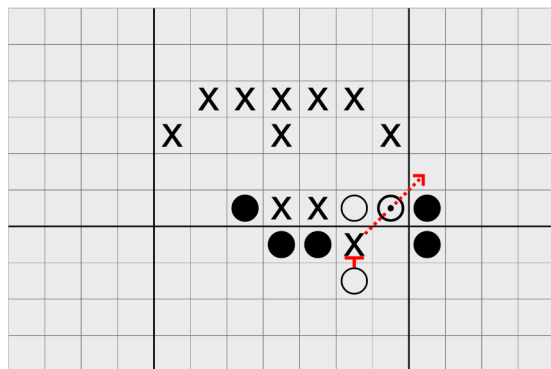
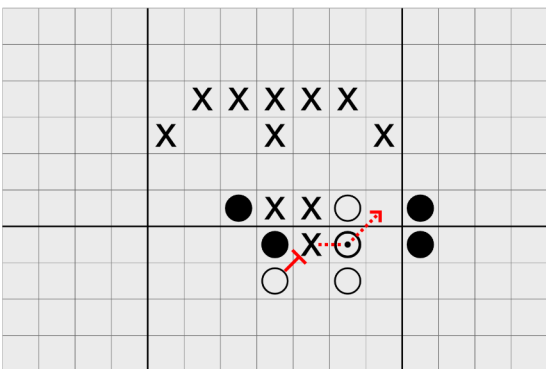
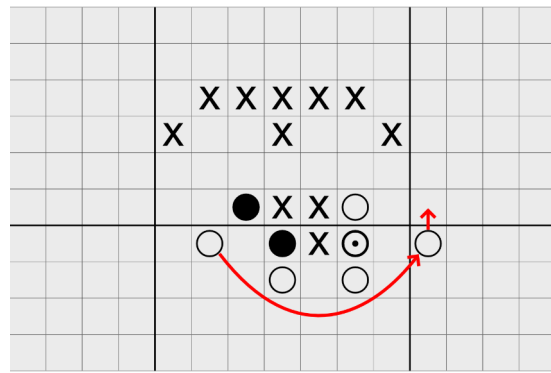
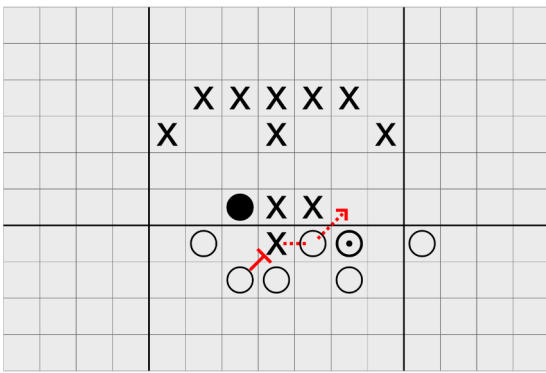
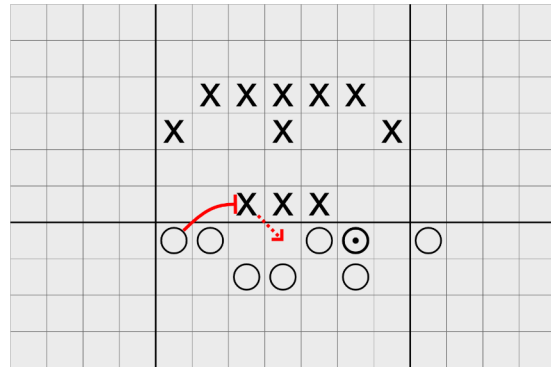
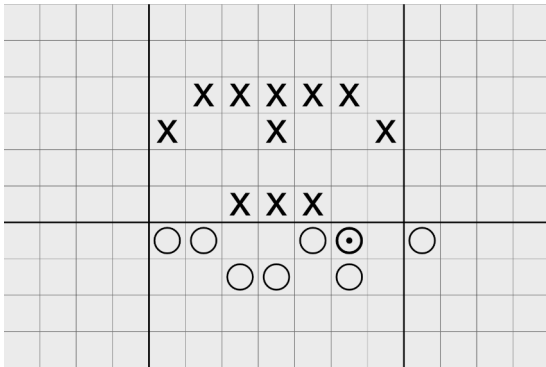
MA9 101 5P



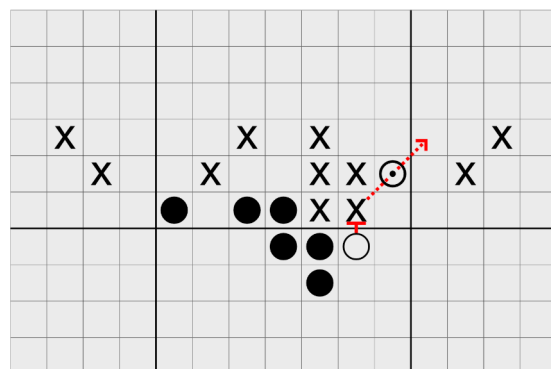
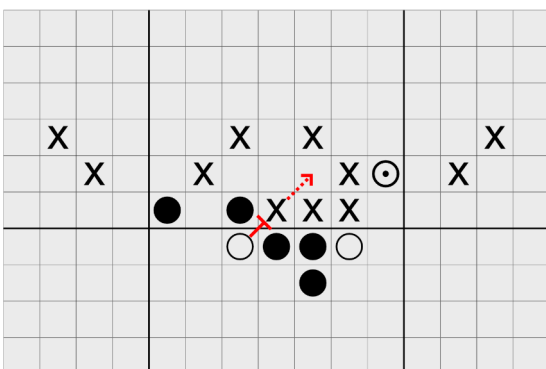
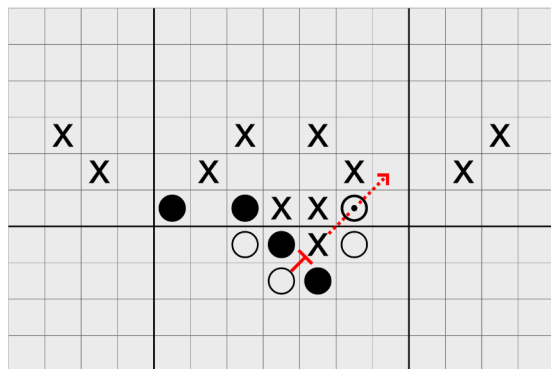
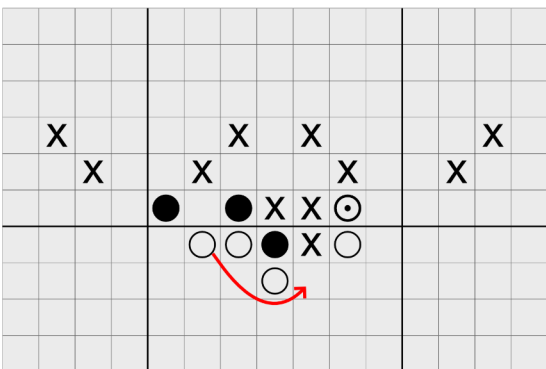
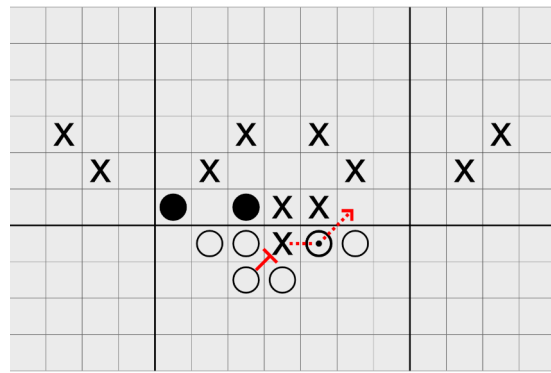
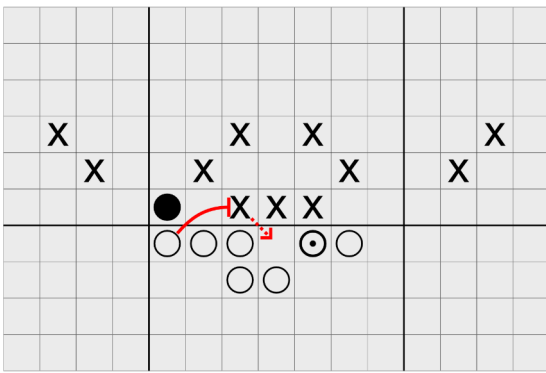
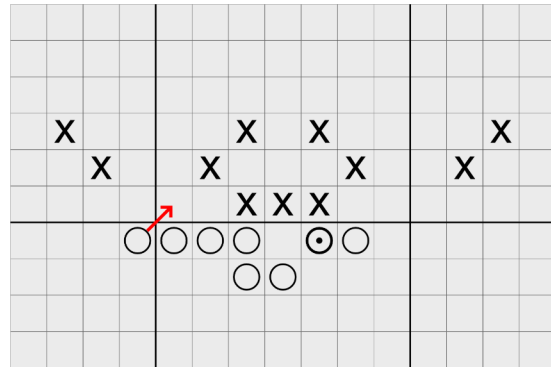
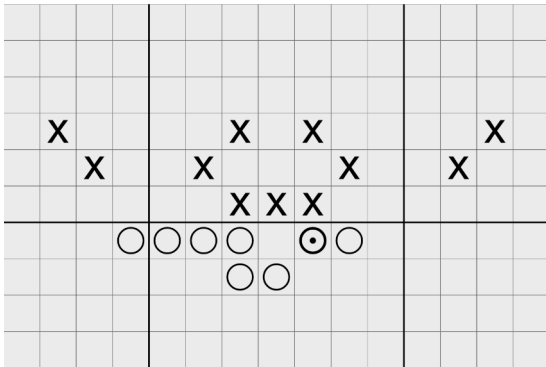
On the face of it, this seems to be a suboptimal play as it not only leaves the primary receiver marked at the end (diagram 6) but also requires a dodge into a tackle zone in the rush to the end zone. You might think the play would be improved by making another block with additional players.

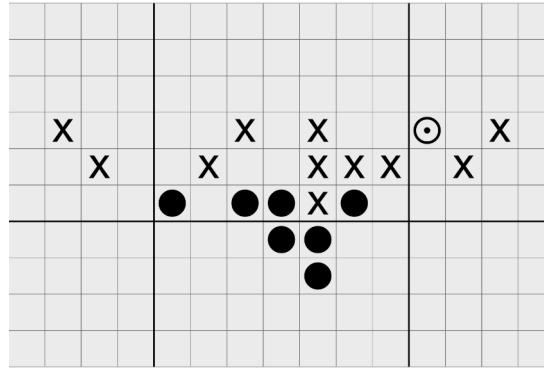
However, a 3+ dodge followed by another 2+ dodge by an AG2+ Gutter Runner with the Dodge skill has a better chance of succeeding than a Push and a 2+ dodge.

MA8 101 8P



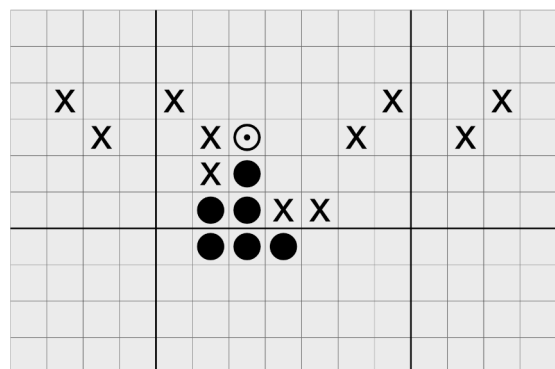
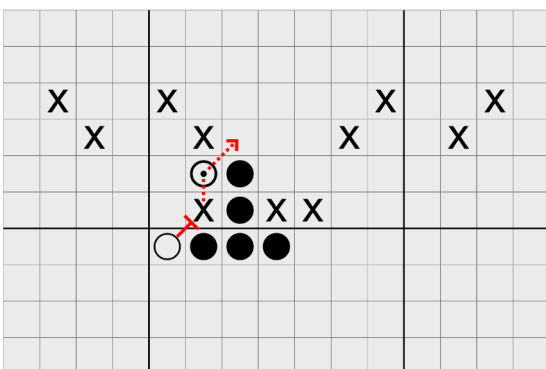
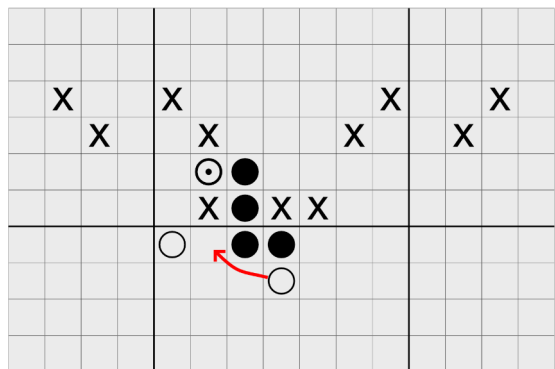
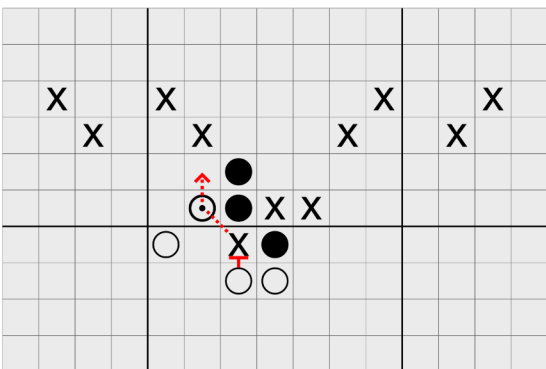
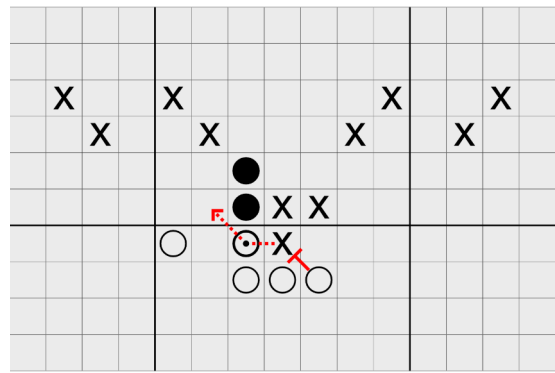
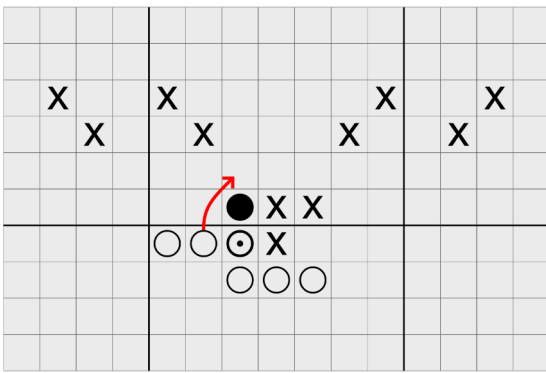
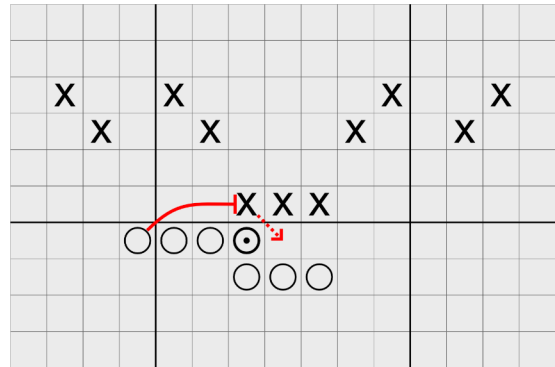
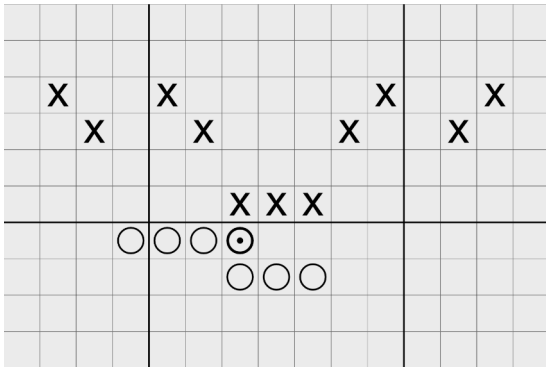
MA8 101 8P



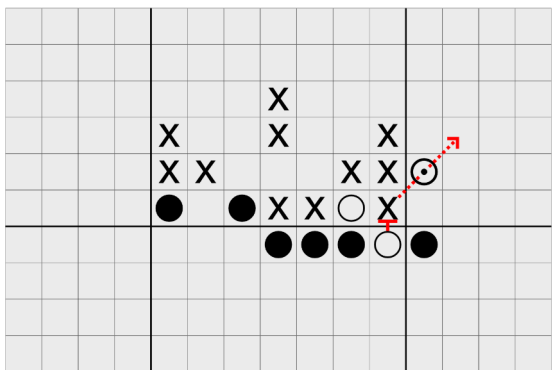
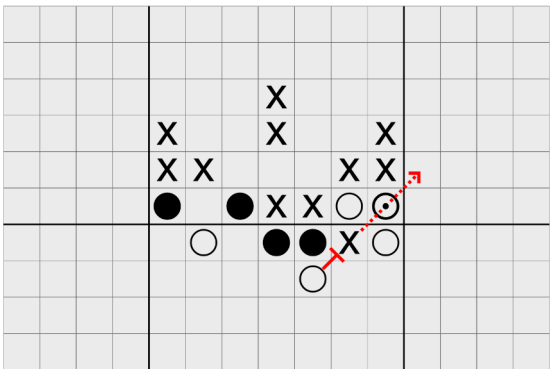
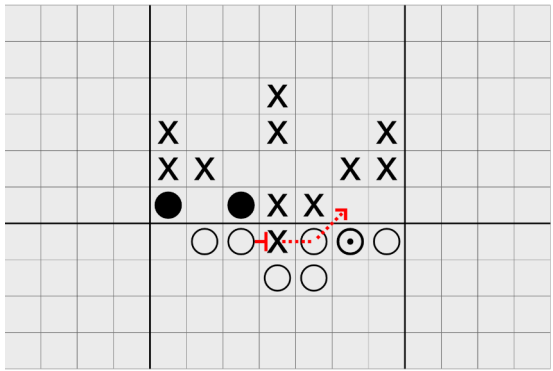
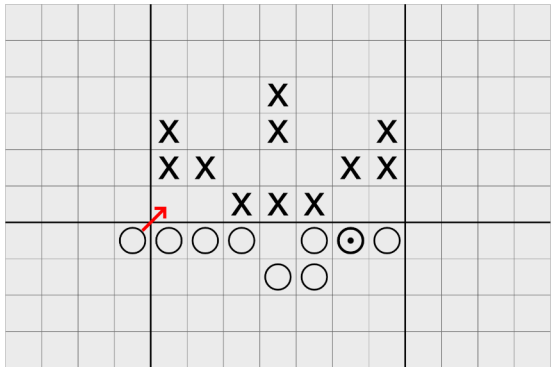


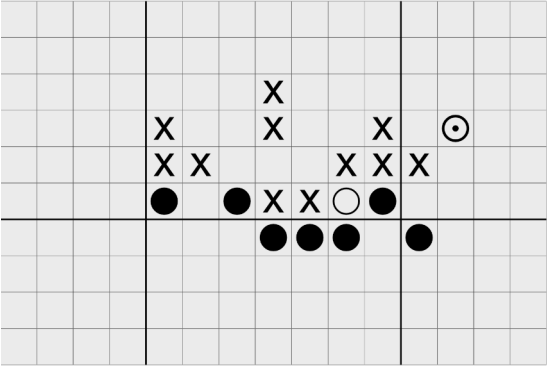
There are 1D blocks in both diagrams 7 and 8 and in both cases, Push, Defender Stumbles and Pow are acceptable results so they both have a 67% chance of success. With an additional player, the final block in diagram 8 could be turned into a 2D block with an 89% chance of success.

MA8 101 7P

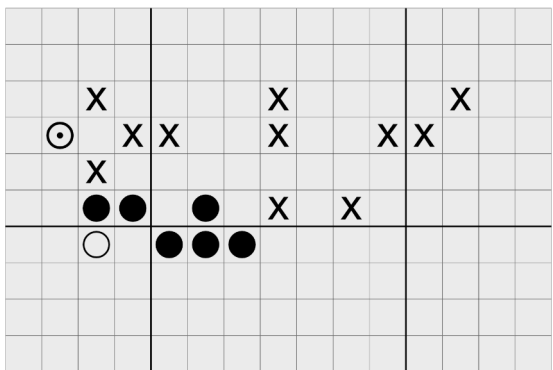
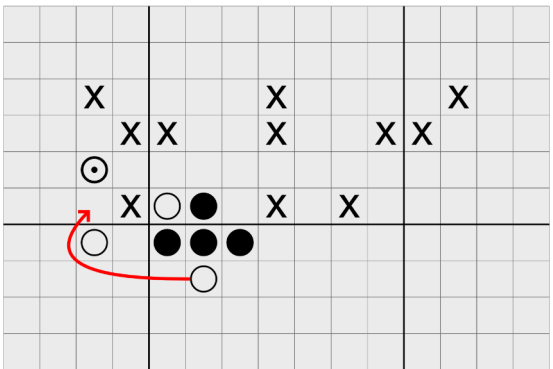
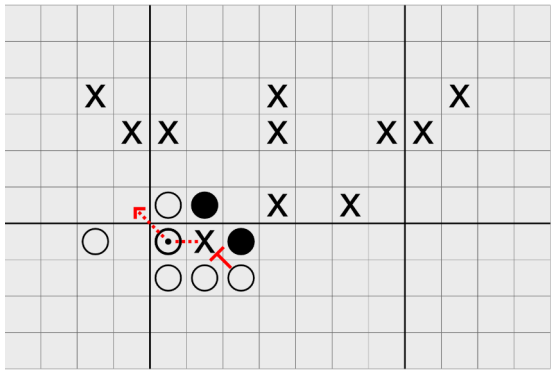
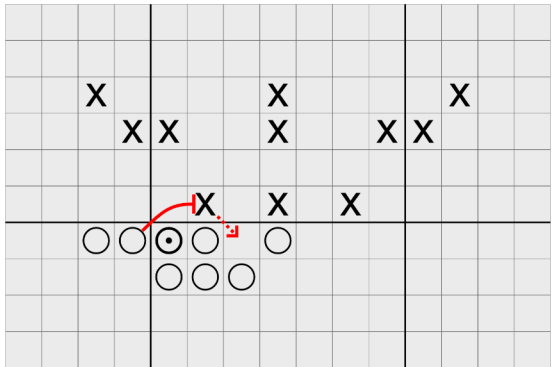


MA8 101 9P

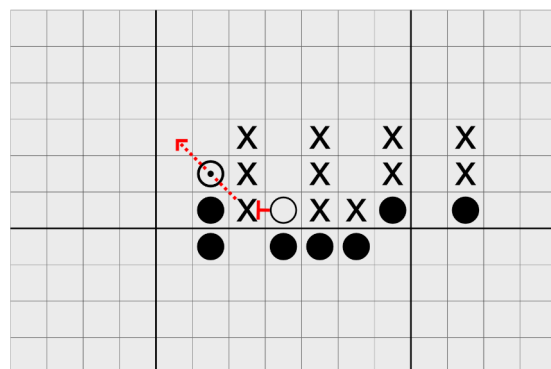
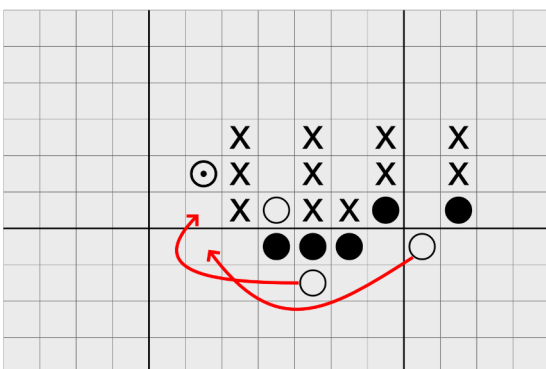
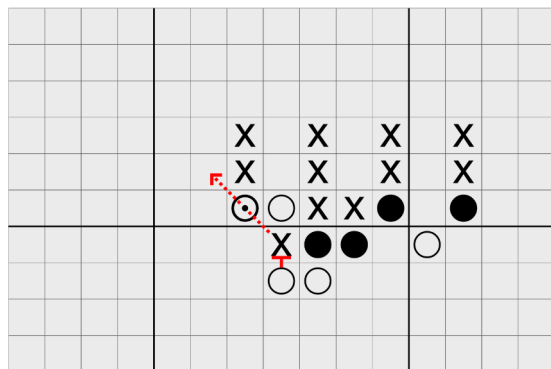
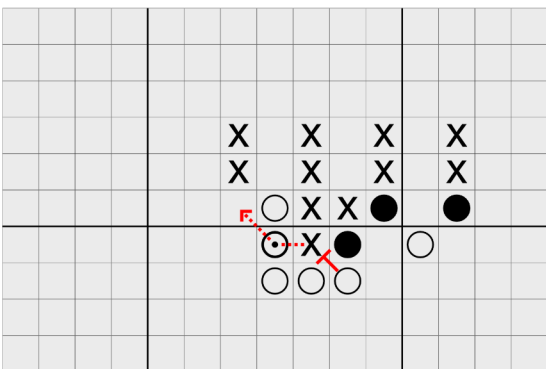
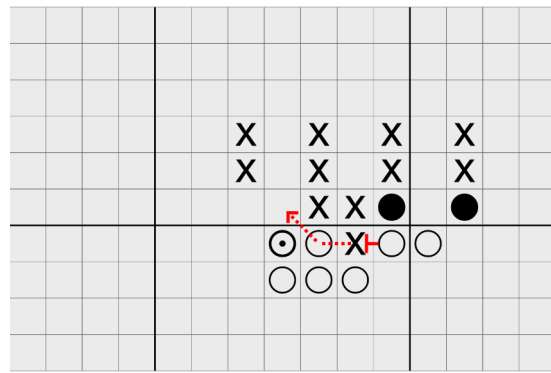
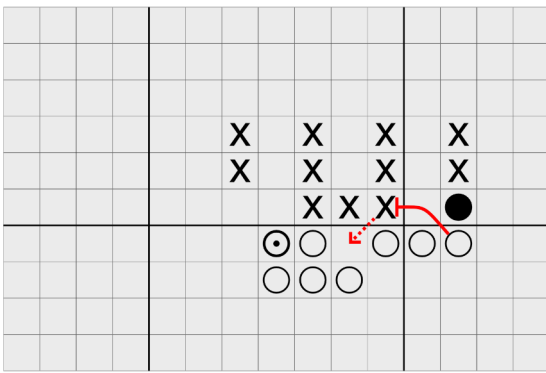
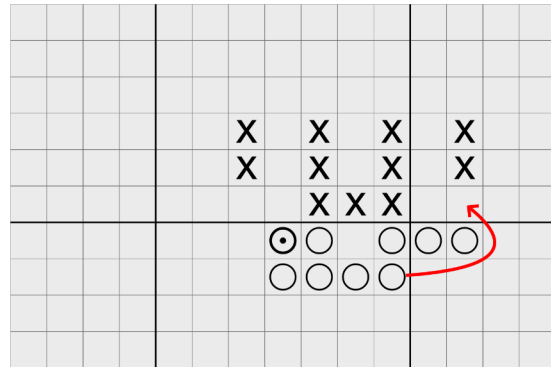
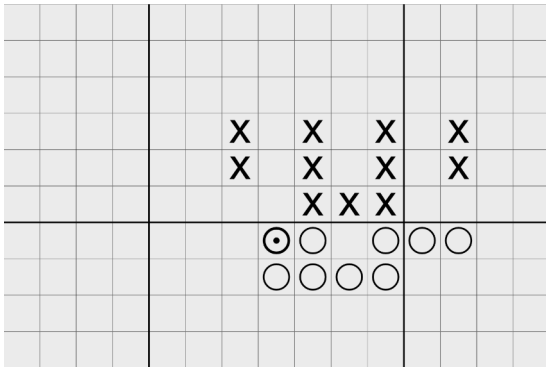


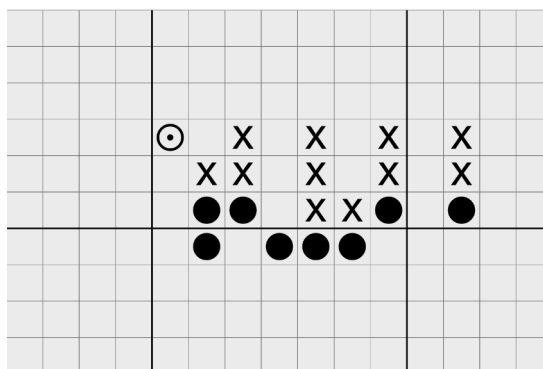


MA8 202 8P



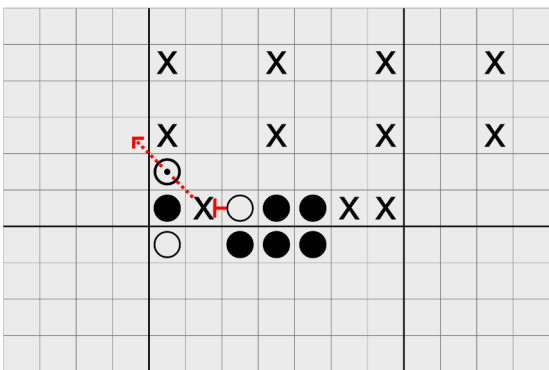
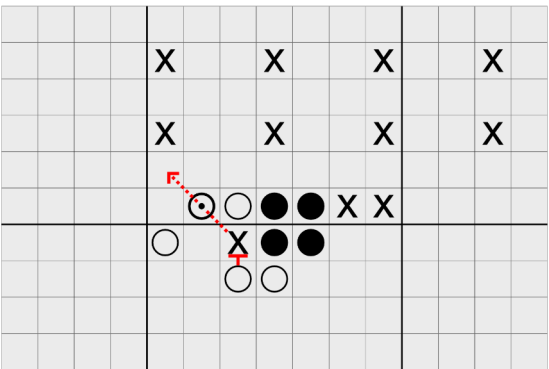
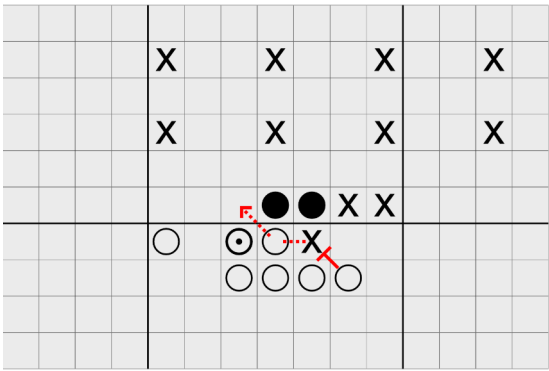
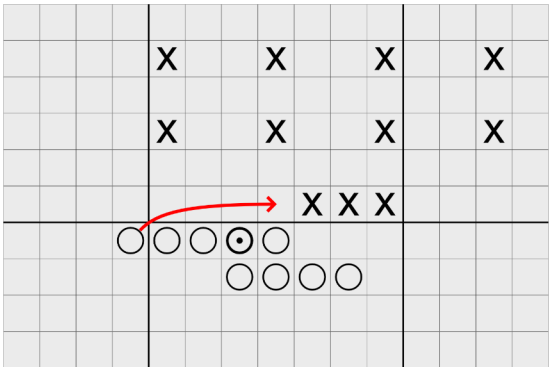
MA8 123 9P

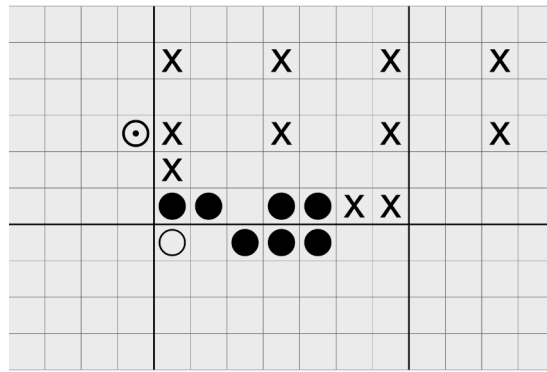




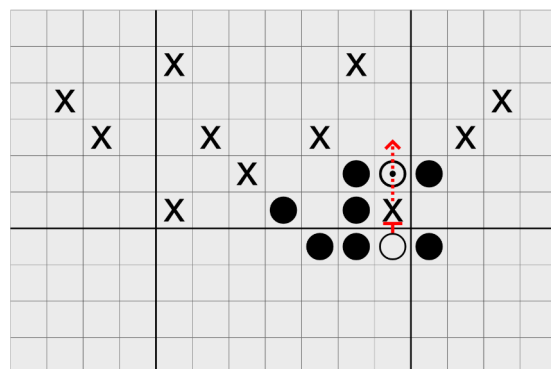
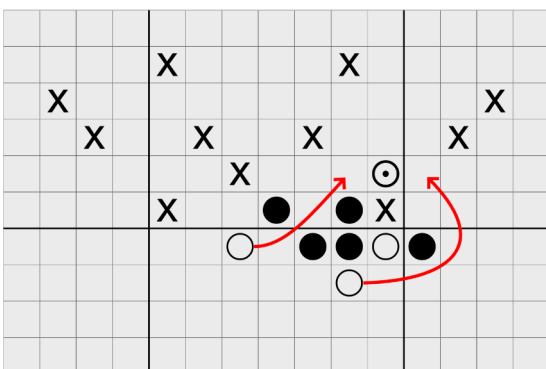
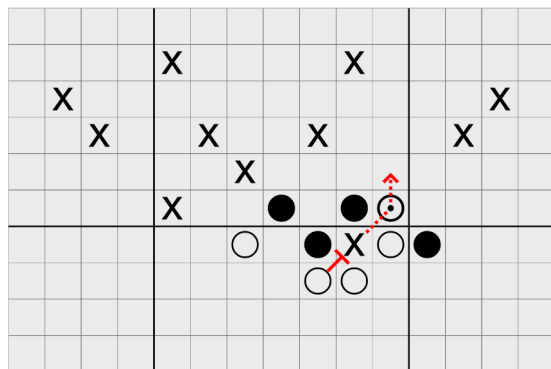
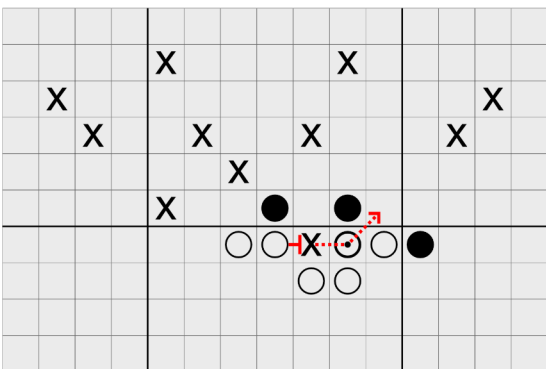
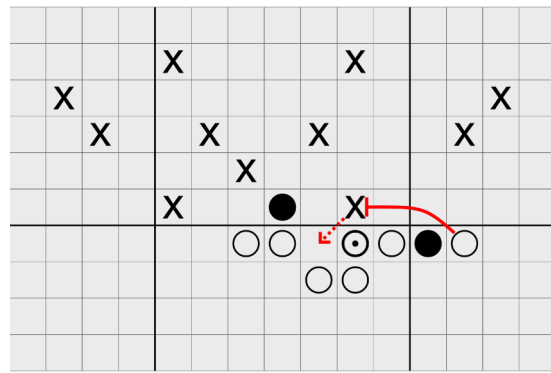
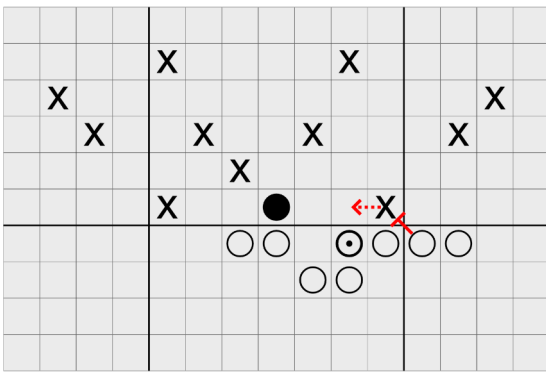
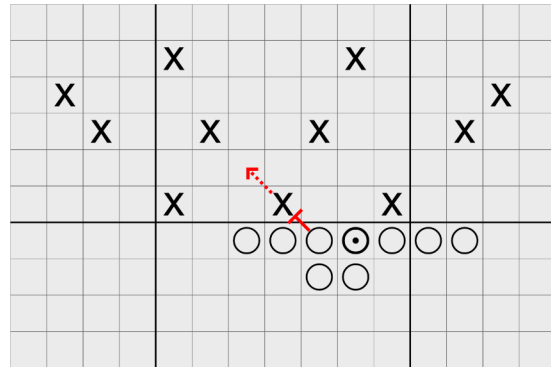
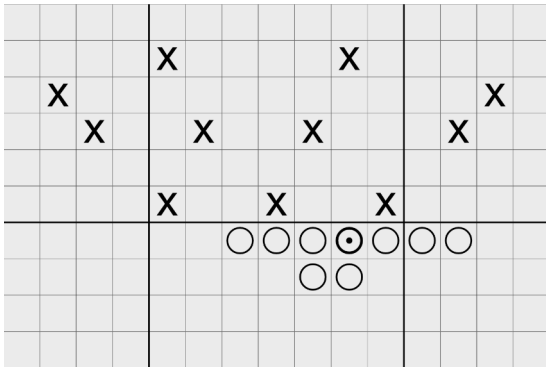
Unfortunately, the blitz in diagram 3 is a 1D block. If performed by an ST3 player against an ST3 opponent, there's only a 33% chance of getting a Push. The blitz should ideally be done by a Big Guy (e.g. Ogre) or ST4 player (e.g. Saurus Blocker) to make it a 2D block. Praying fervently for the Cheering Fans [Kick-Off Event](#) doesn't seem like a great contingency plan but it's worth a shot. The final block (diagram 8) is also a 1D block but it does have a 67% chance of success.

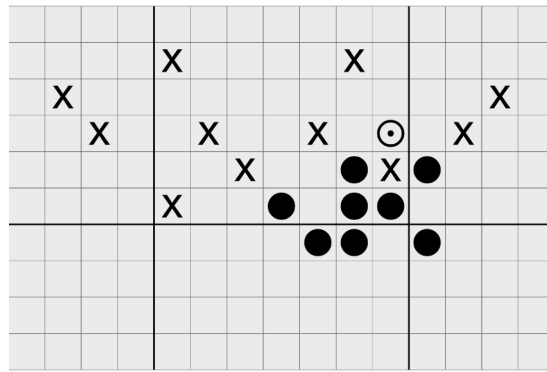
MA8 123 9P



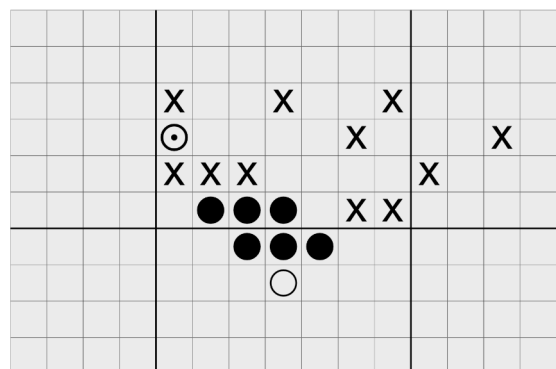
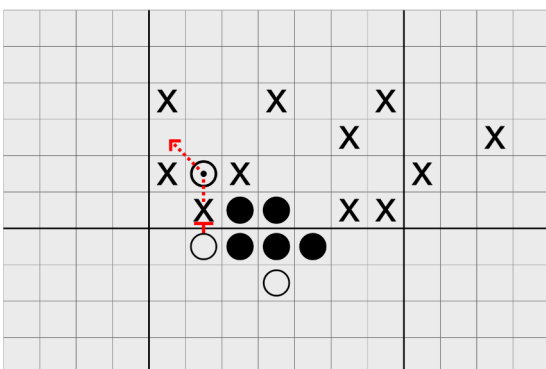
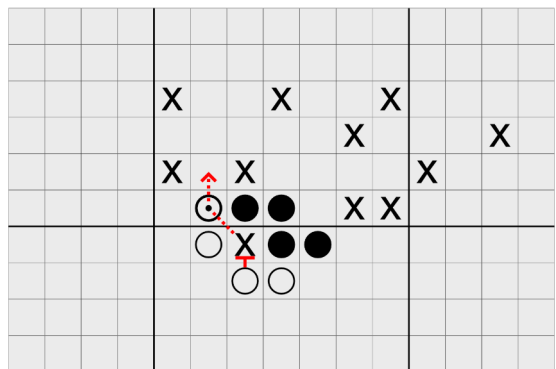
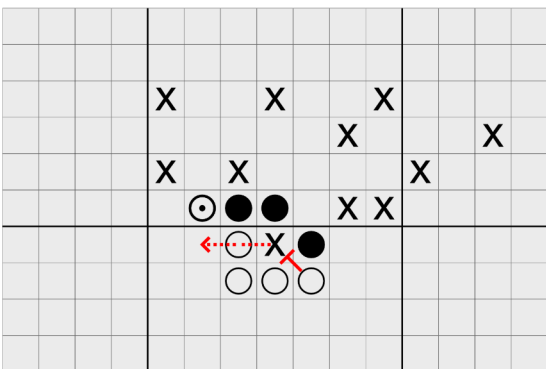
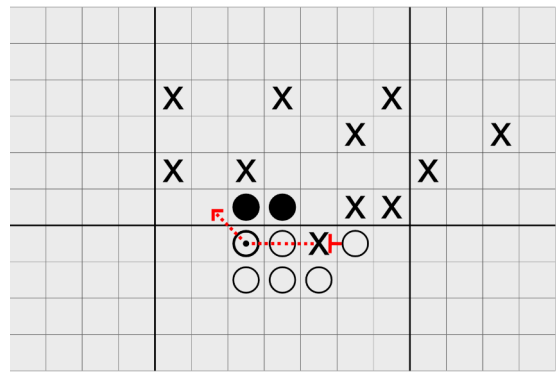
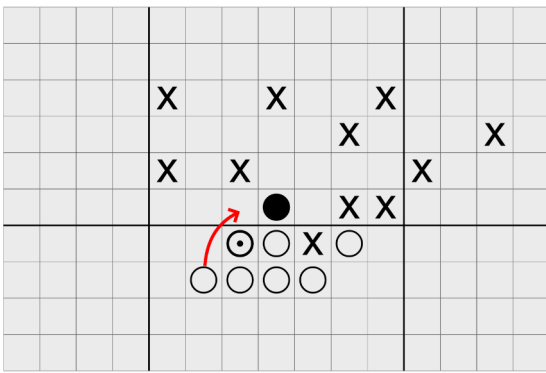
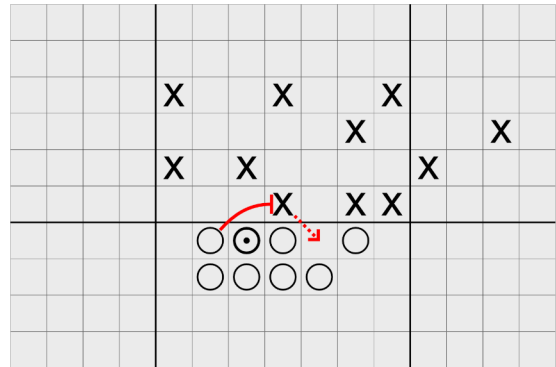
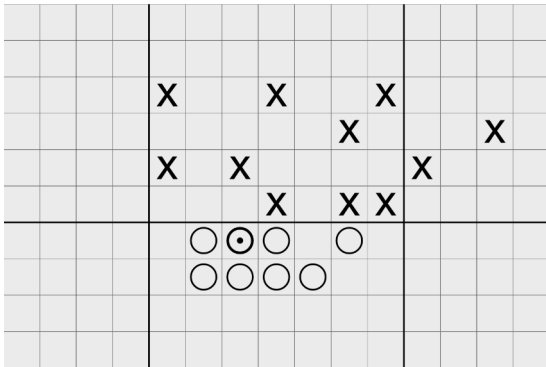


MA8 303 9P

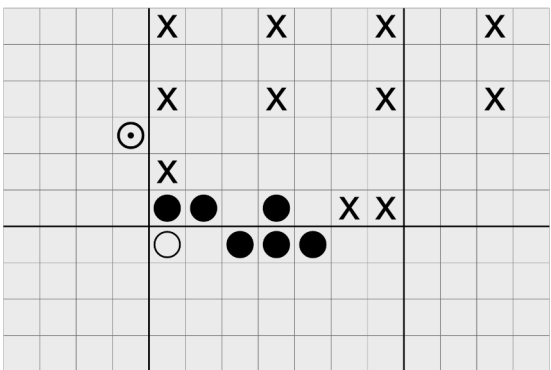
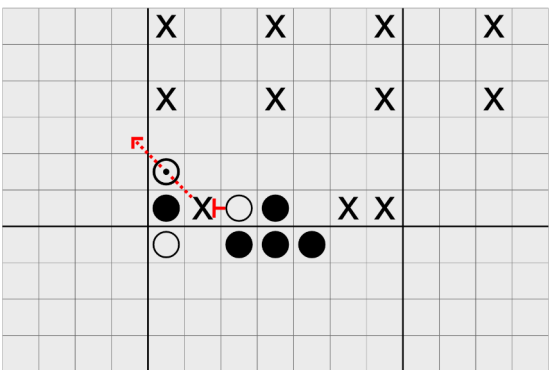
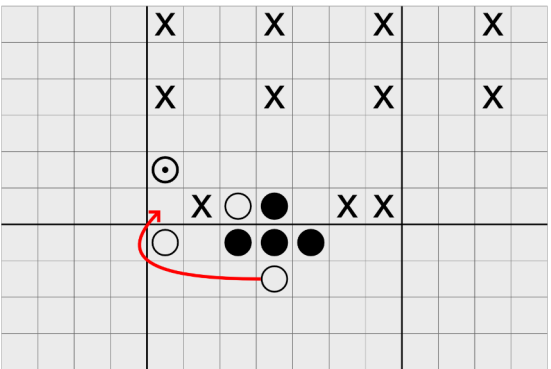
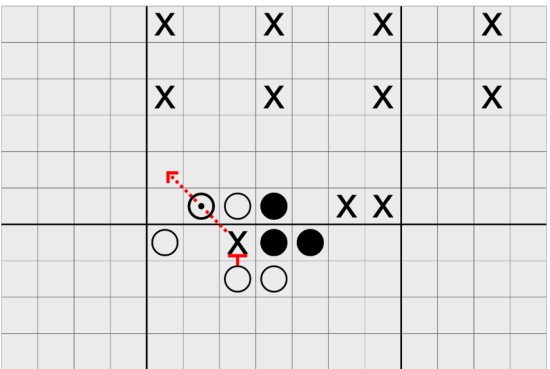
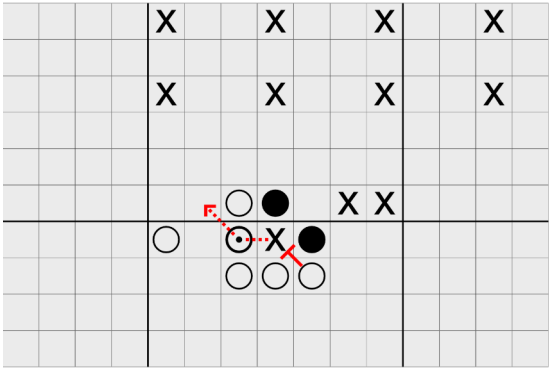
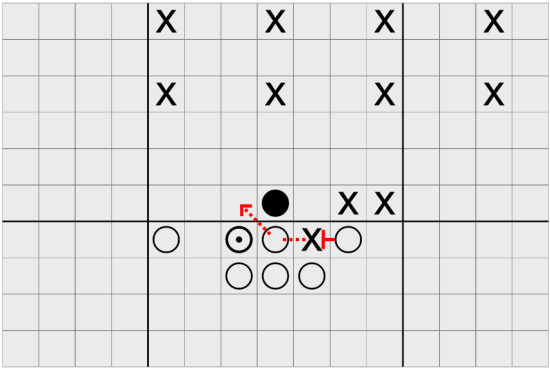
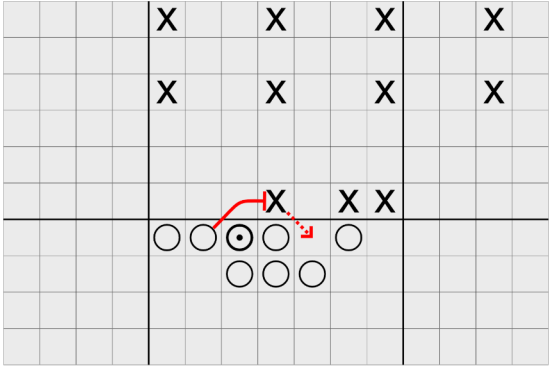
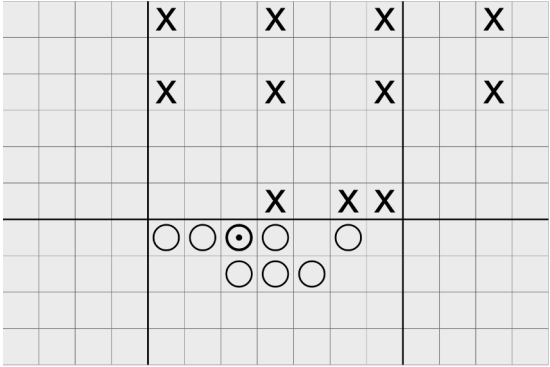




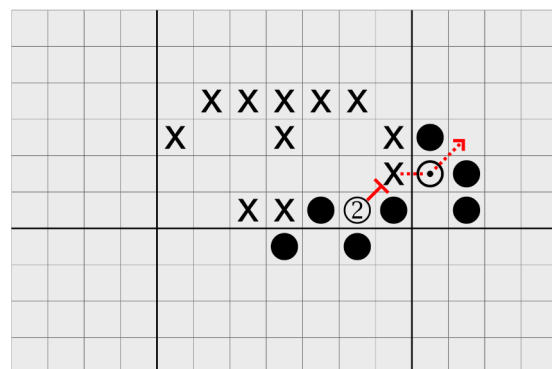
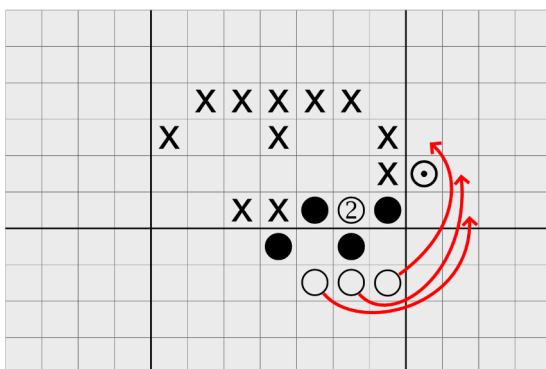
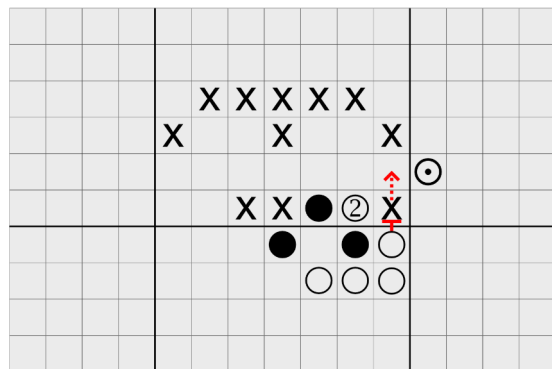
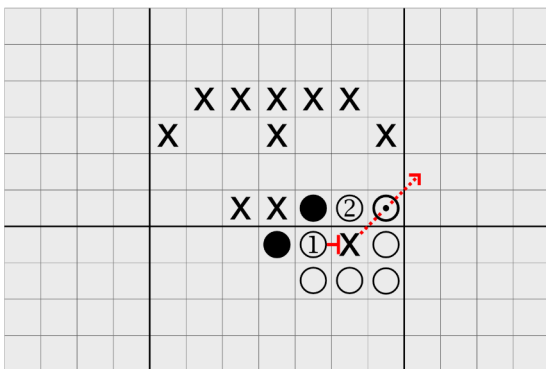
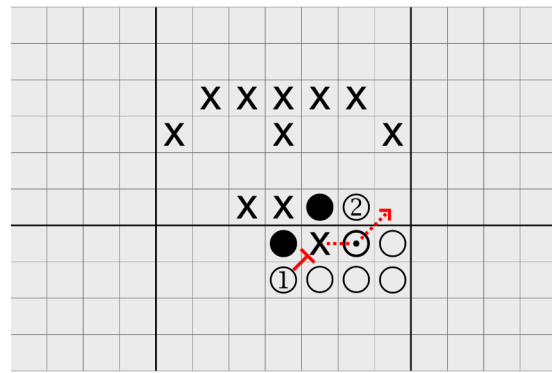
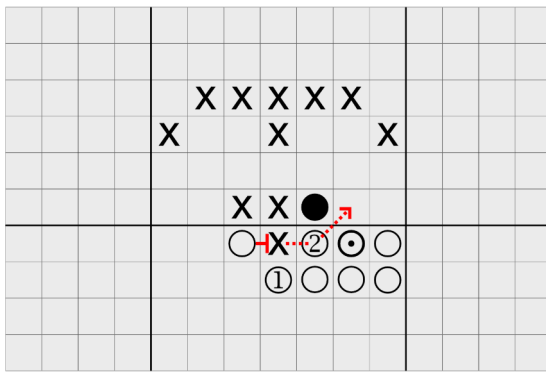
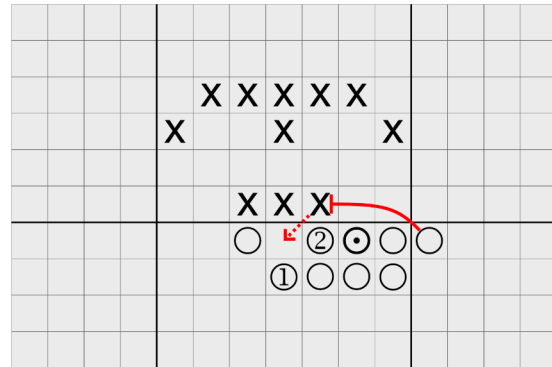
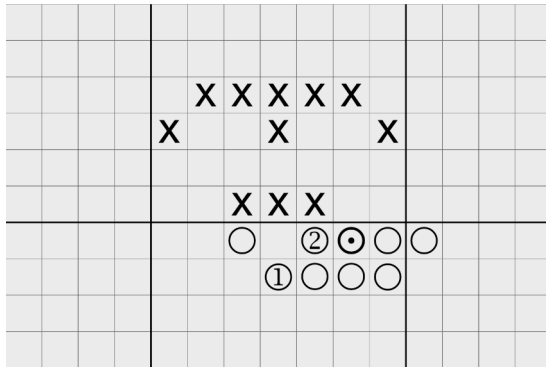
MA8 023 8P

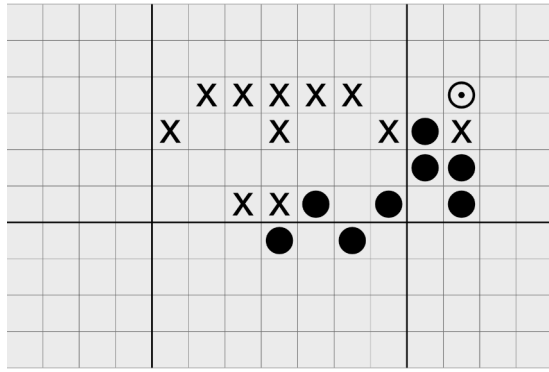
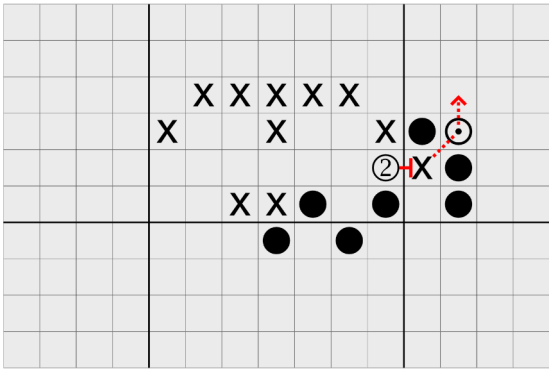


MA8 023 8P

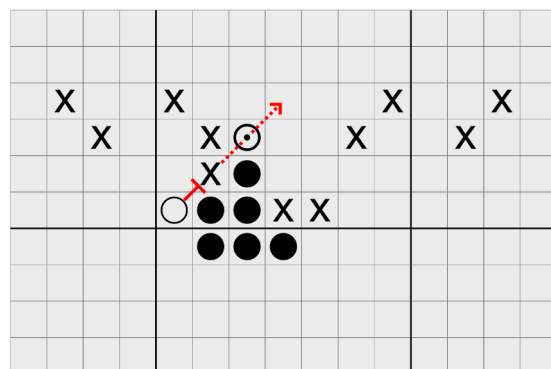
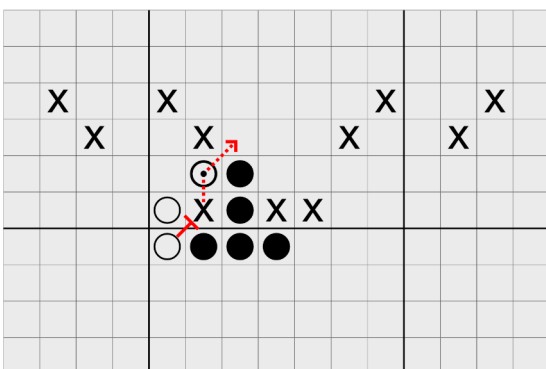
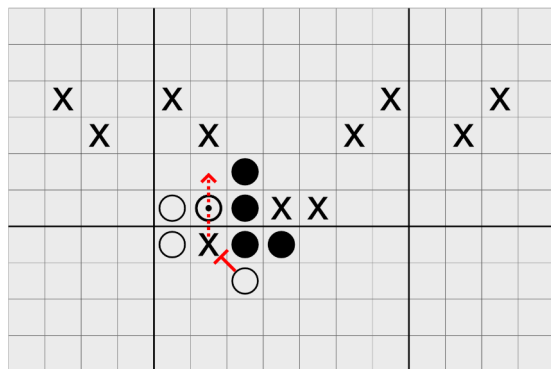
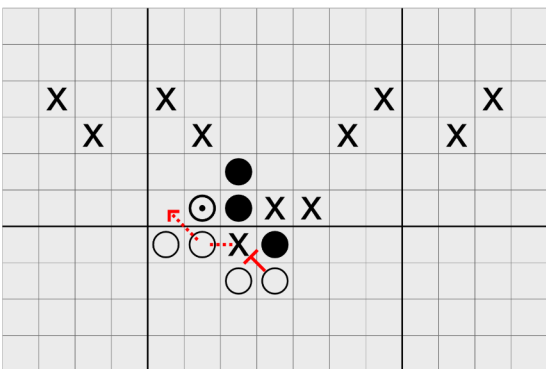
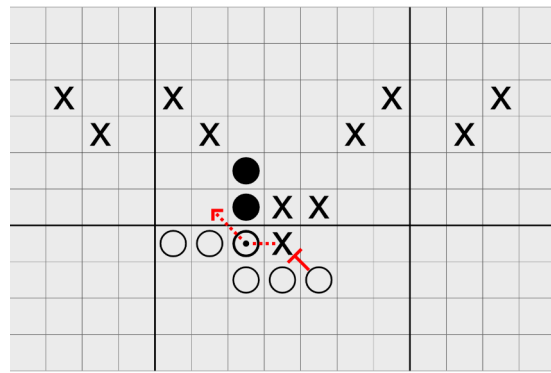
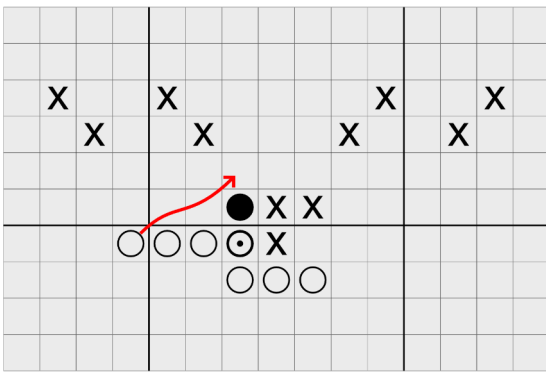
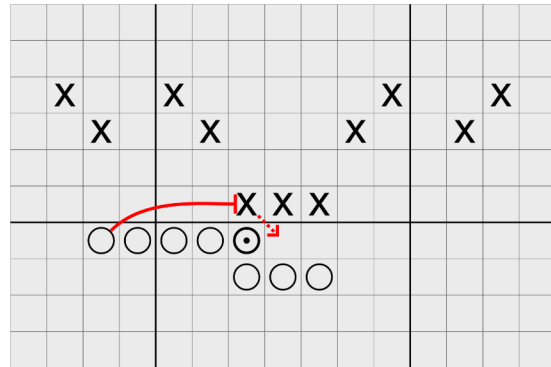
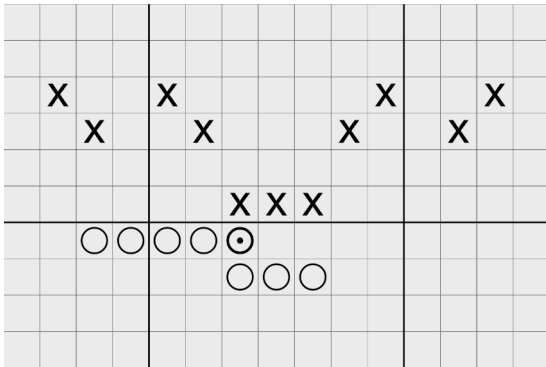


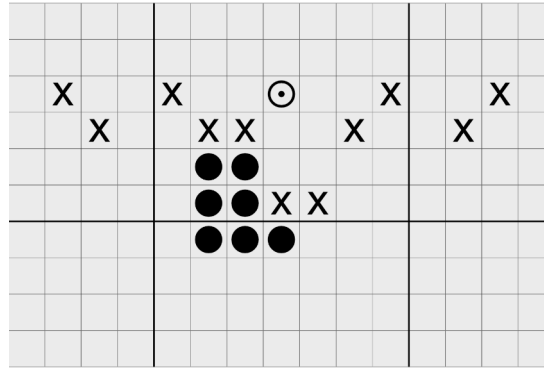
MA7 101 9P 2 FRENZY





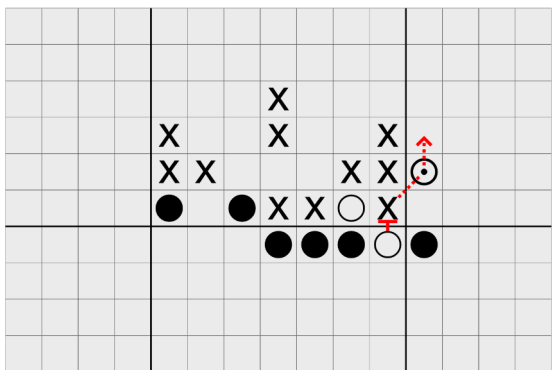
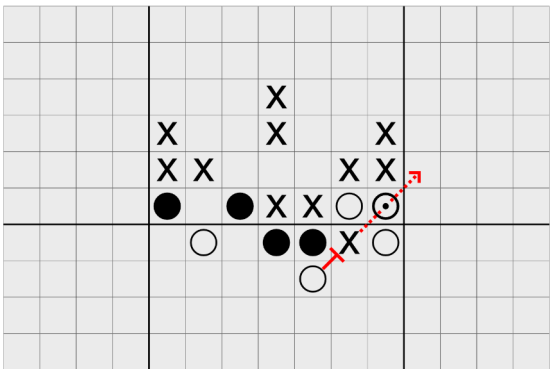
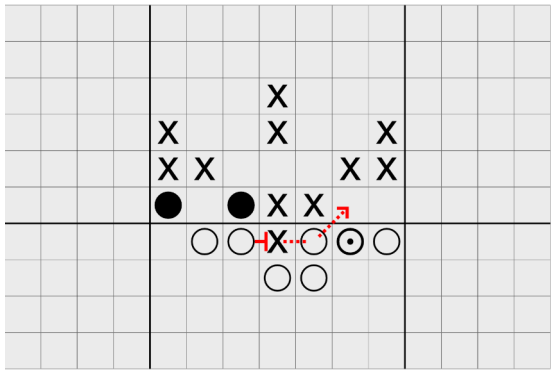
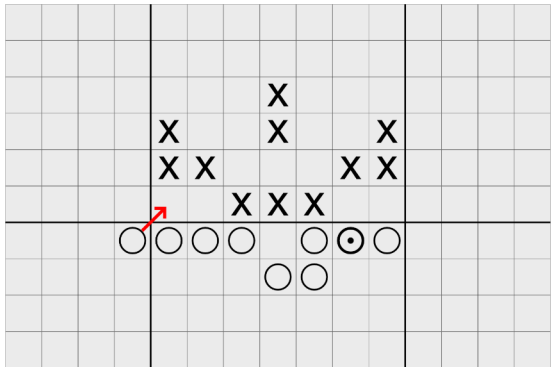
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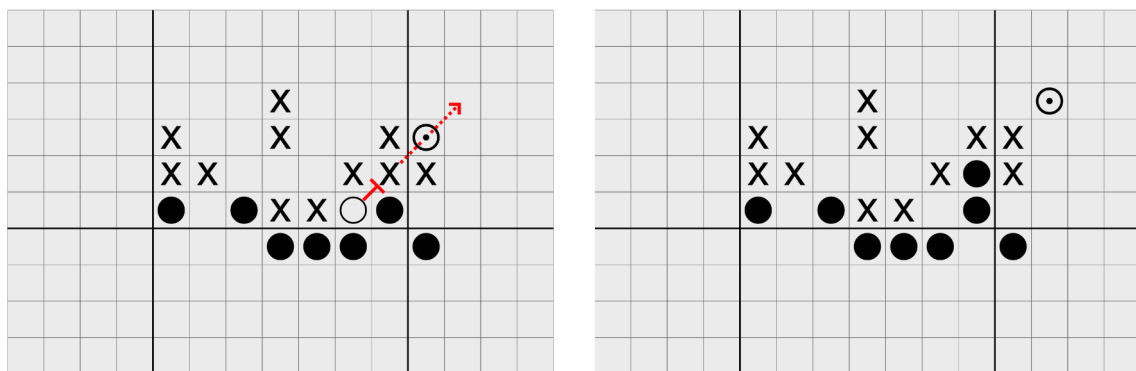




The final block (diagram 8) is a 1D block. However, it has a 67% chance of success since a Push, Defender Stumbles and Pow are all acceptable results.

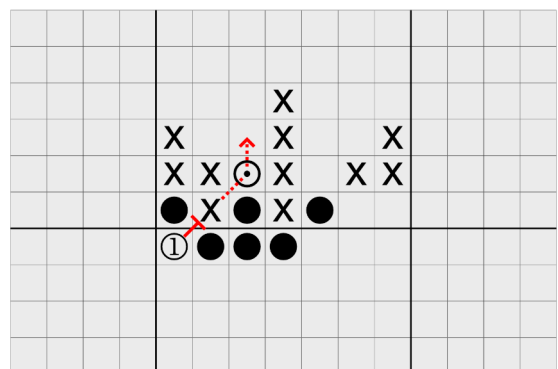
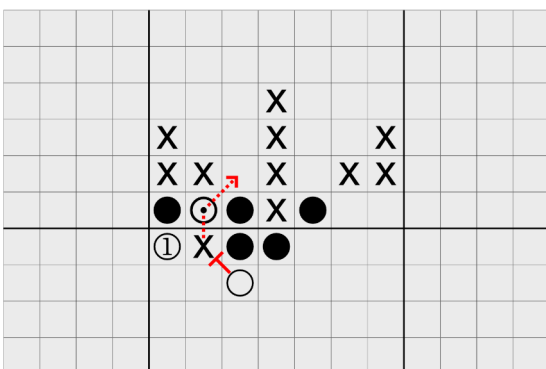
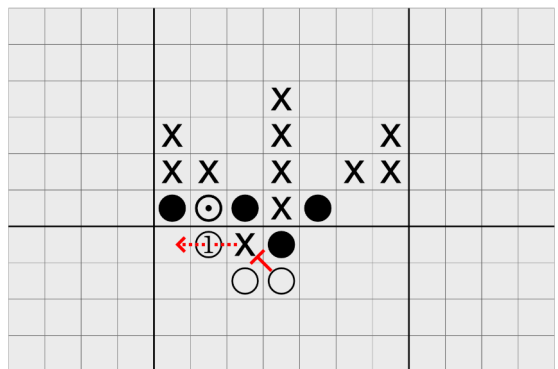
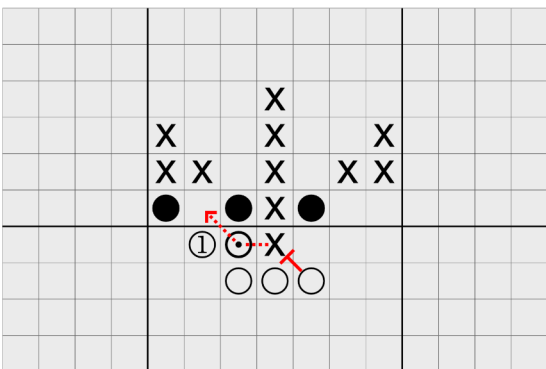
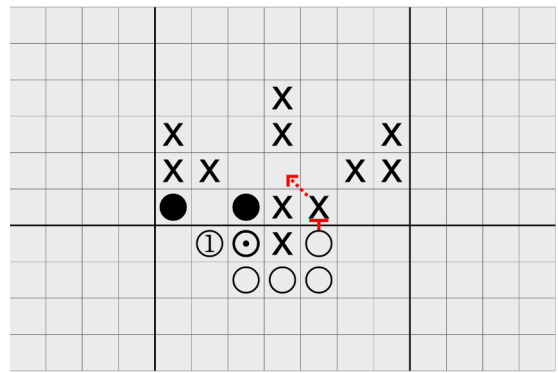
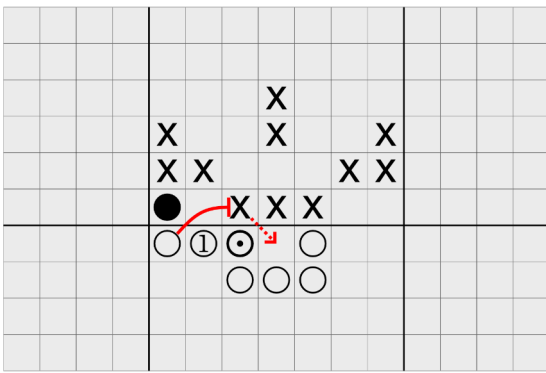
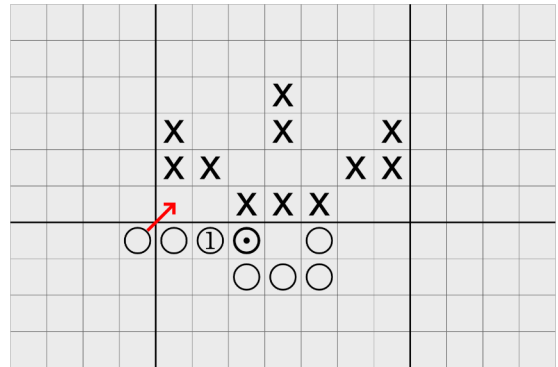
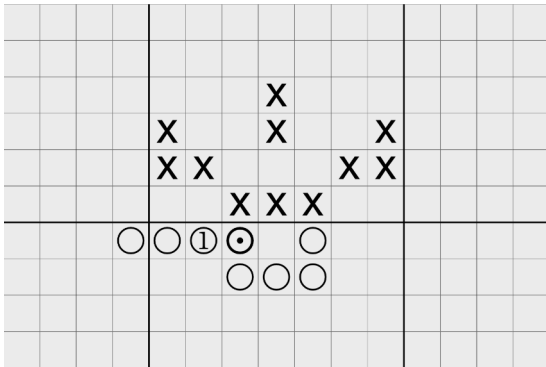
MA7 101 9P

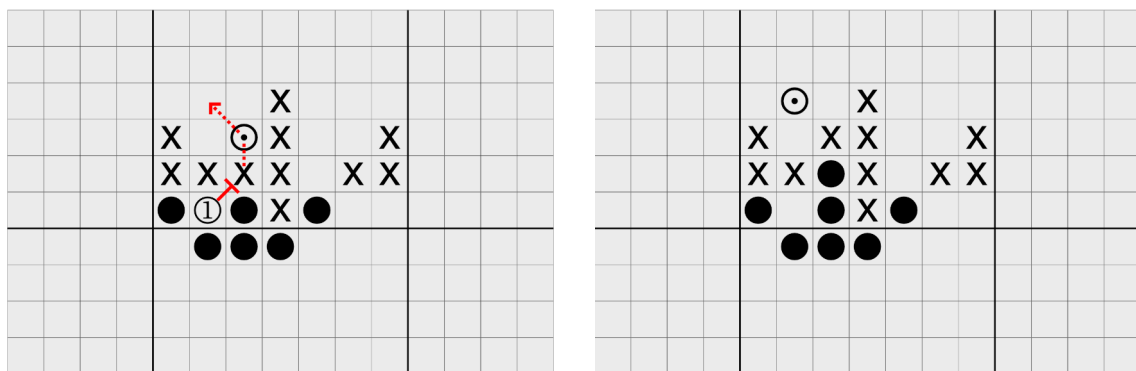




There's a 1D block in diagram 9 but it does have a 67% chance of success.

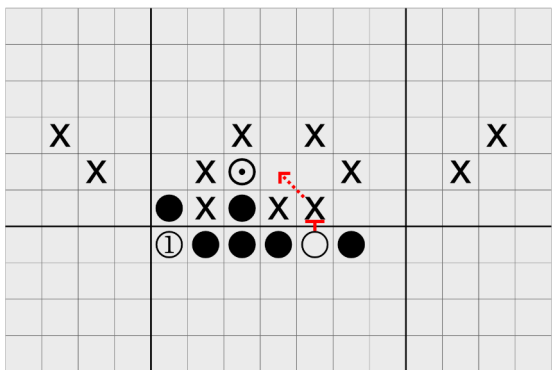
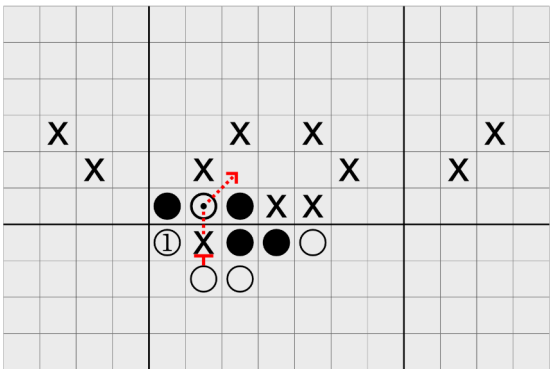
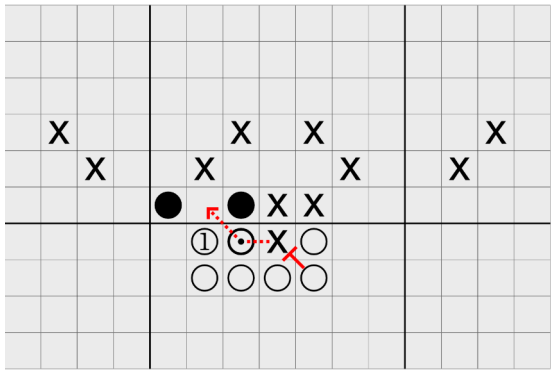
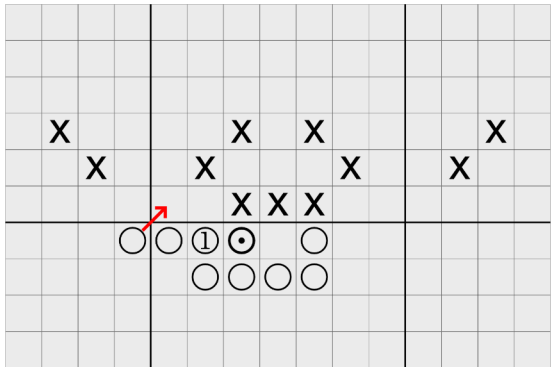
MA7 101 8P FRENZY

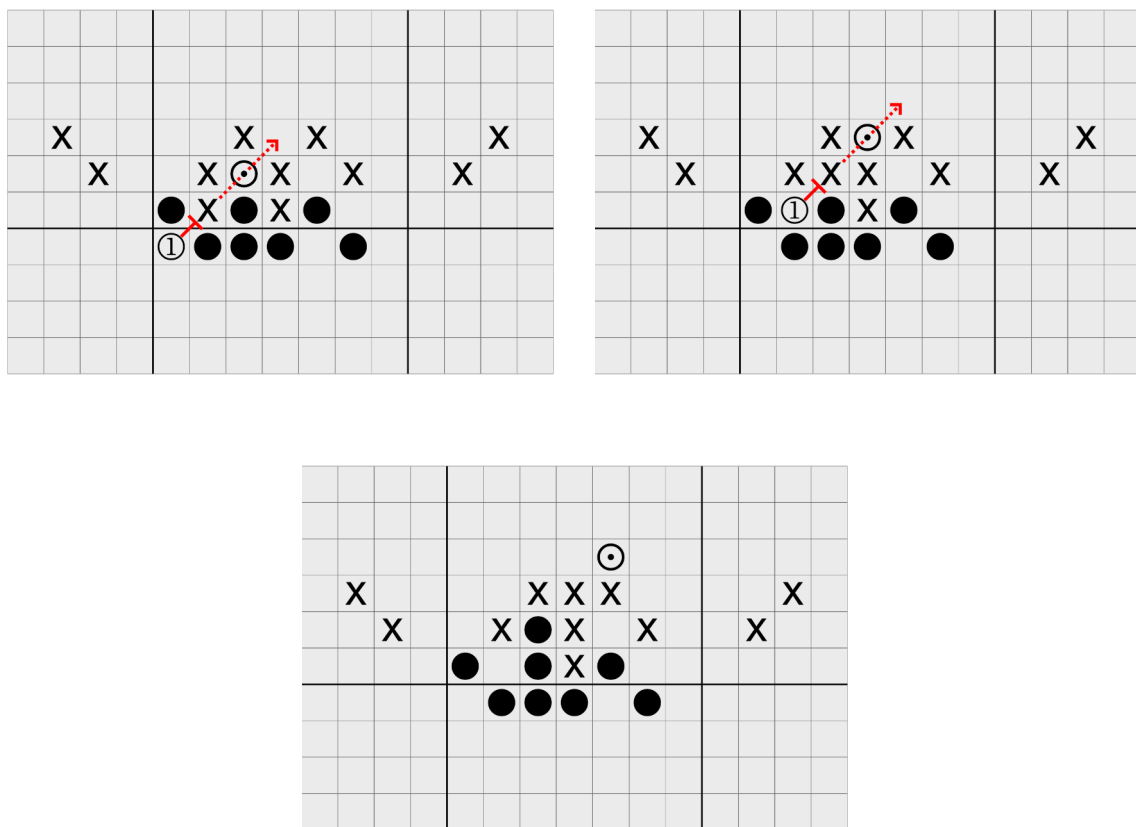




There are 1D blocks in diagrams 4 and 9 but there's a 67% chance of success for both.

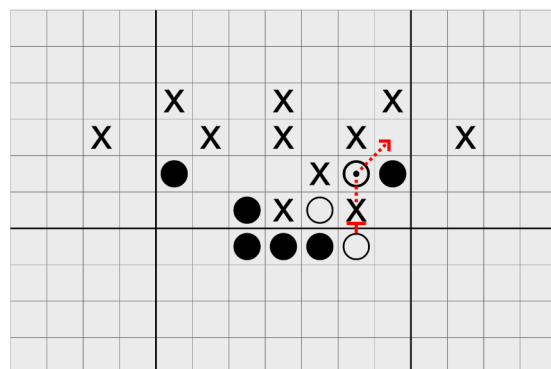
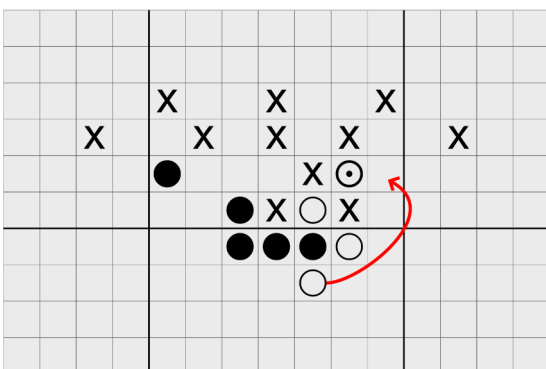
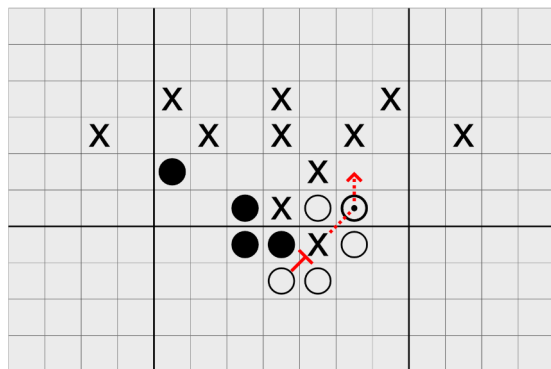
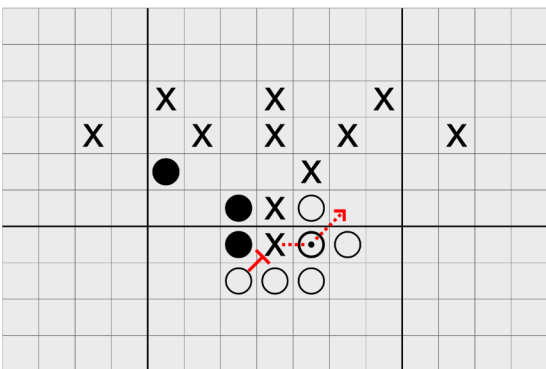
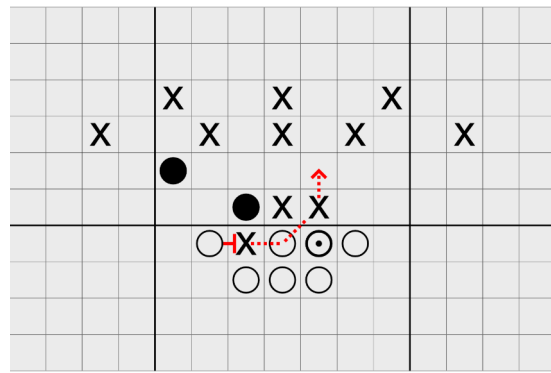
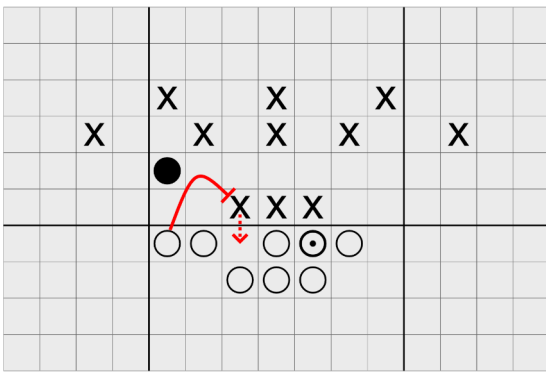
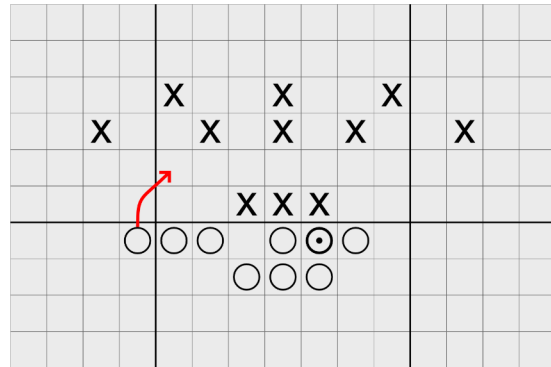
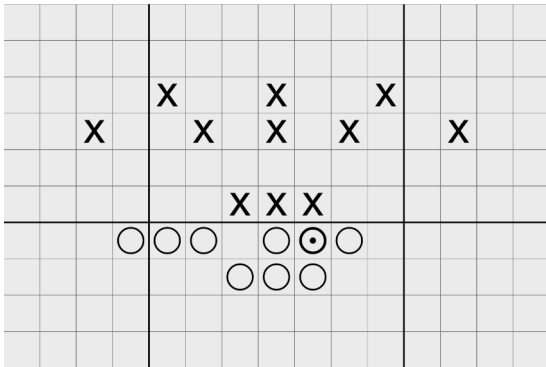
MA7 101 9P FRENZY

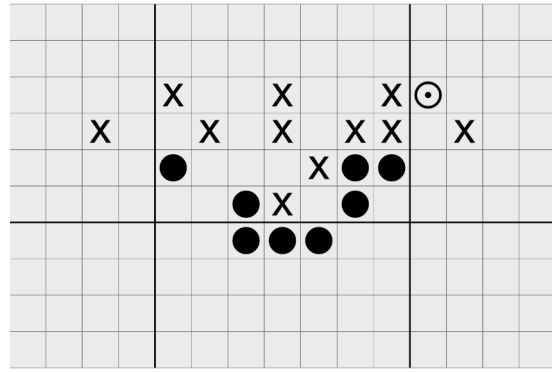
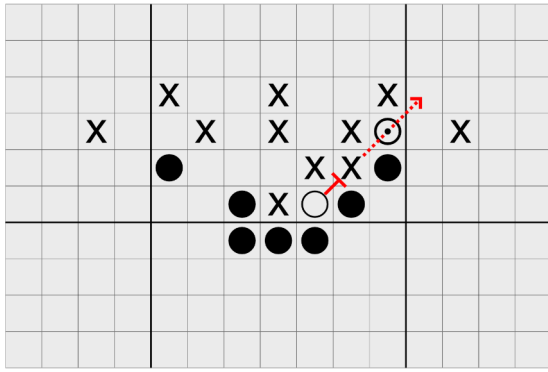




The final block (diagram 10) is a 1D block with a 67% chance of success.

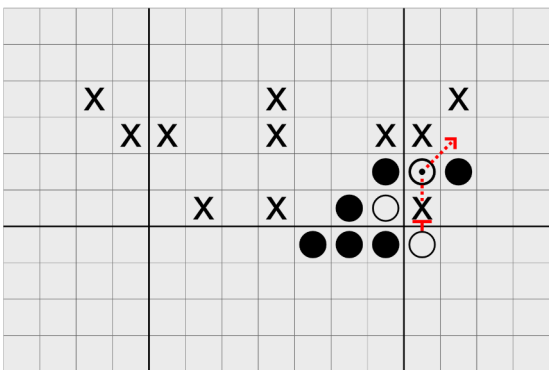
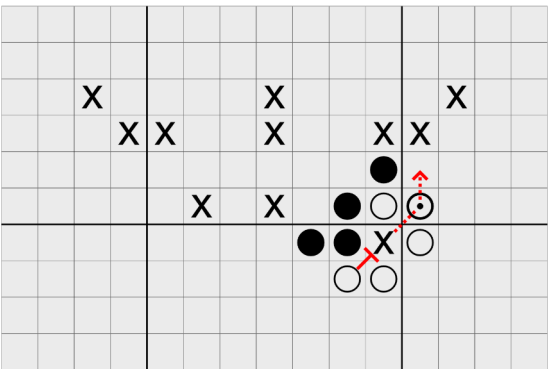
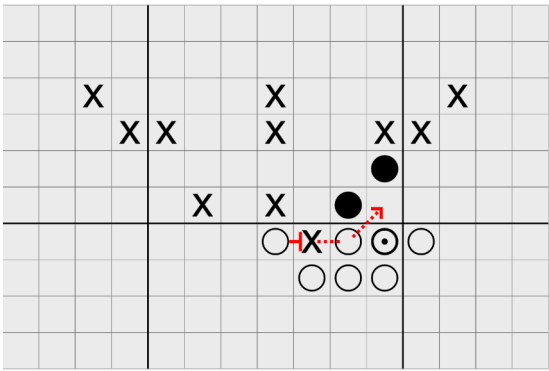
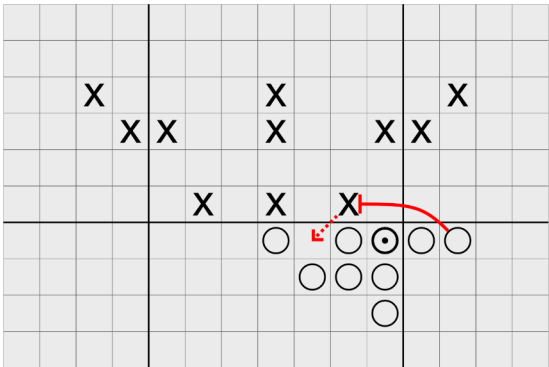
MA7 101 9P

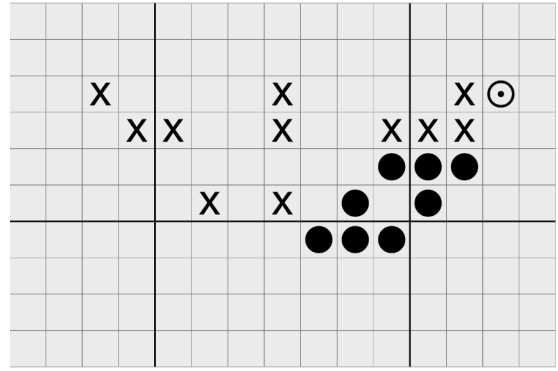
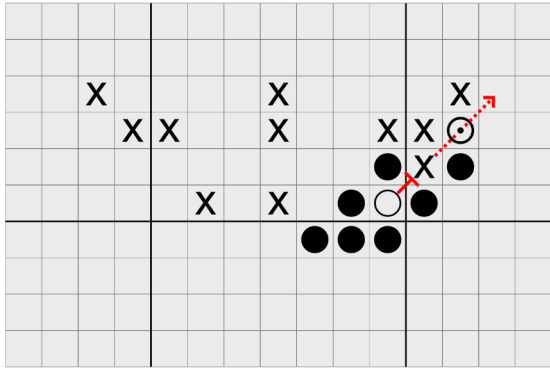




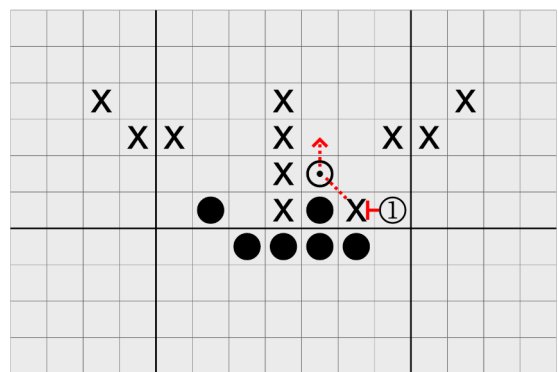
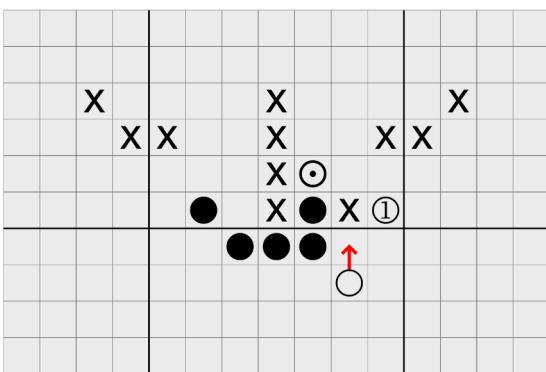
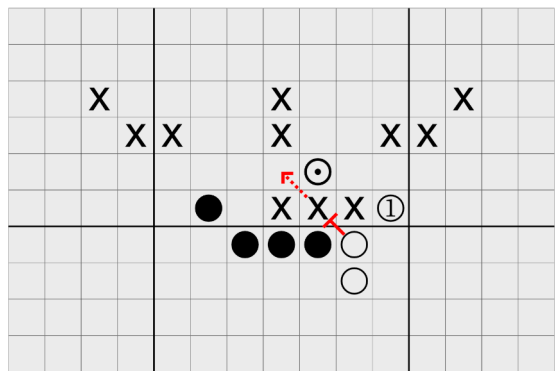
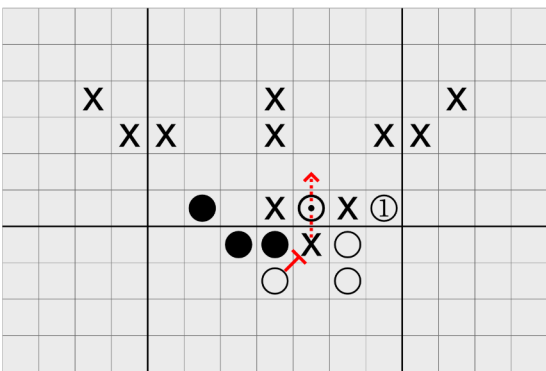
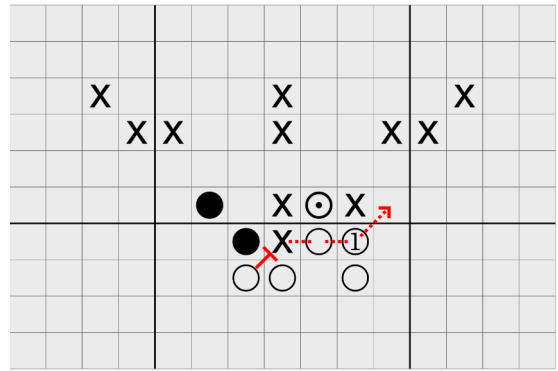
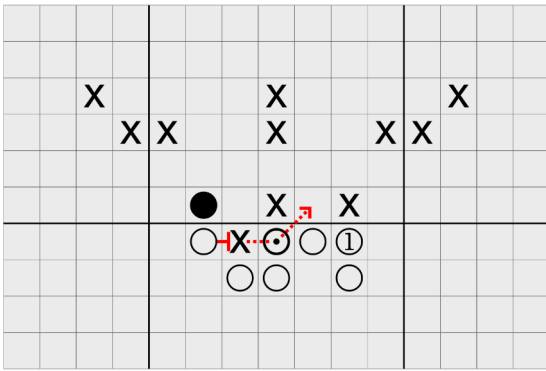
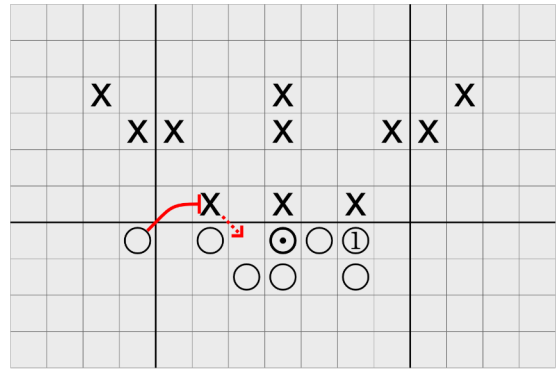
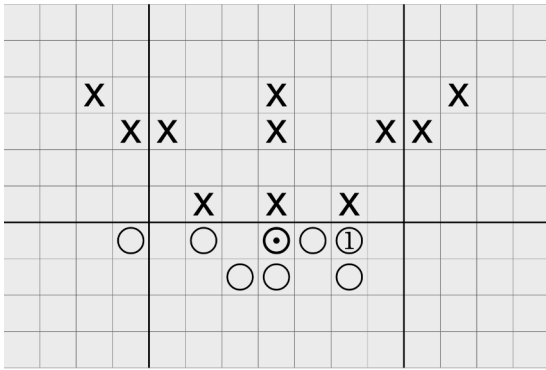
Unfortunately, there's a 1D block in diagram 8 with only a 33% chance of getting a Push. The odds would naturally improve if there was a tenth player to provide an assist. The final block is also a 1D block but it does have a 67% chance of success.

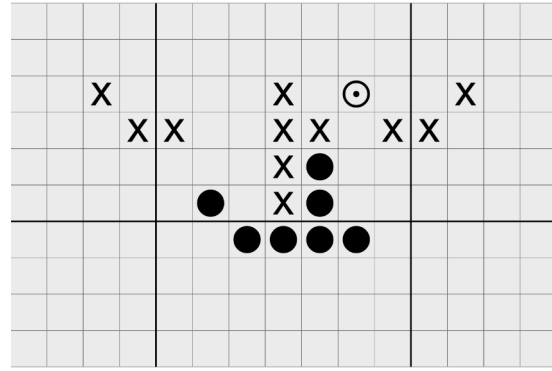
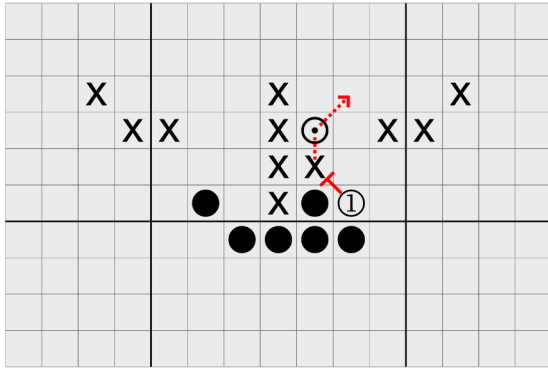
MA7 202 9P





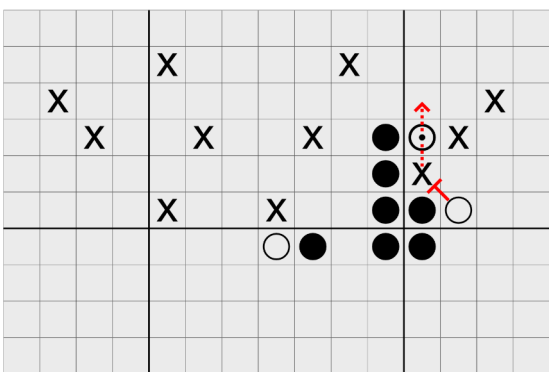
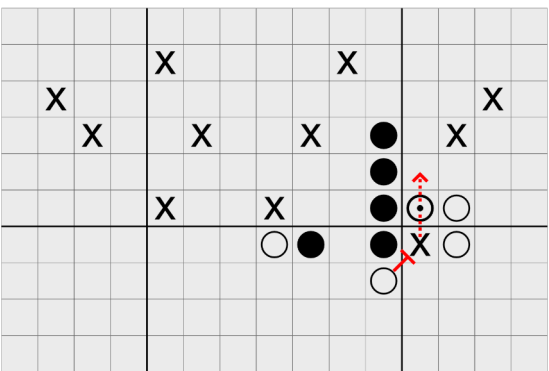
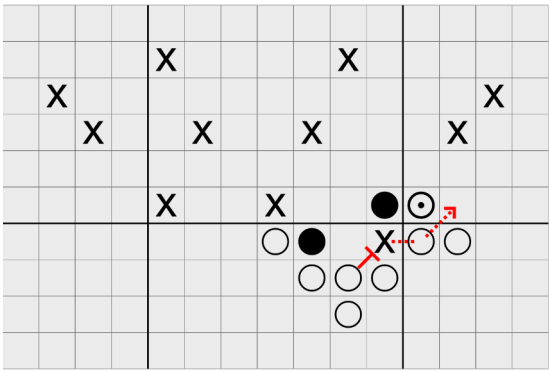
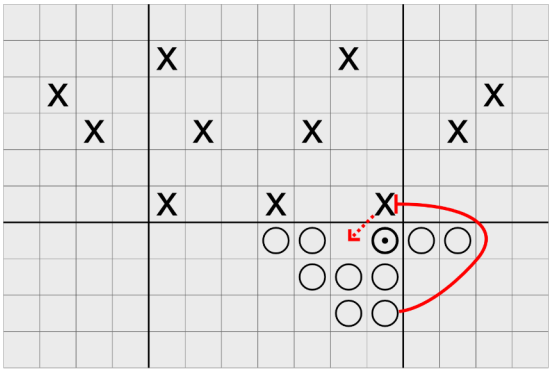
MA7 202 8P FRENZY

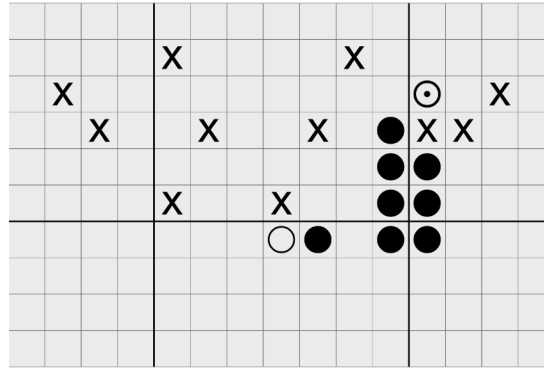




There are 1D blocks in diagrams 6 and 9 but they both have a 67% chance of success.

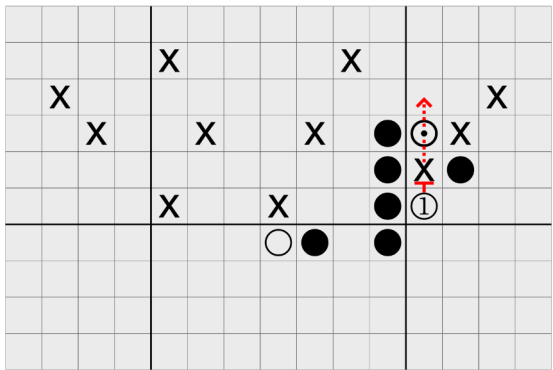
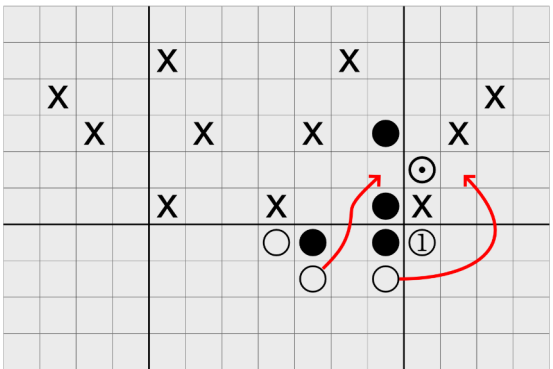
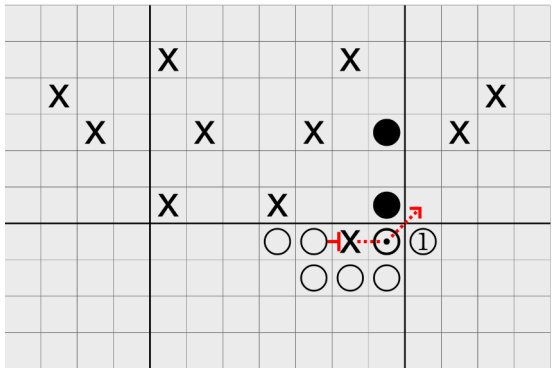
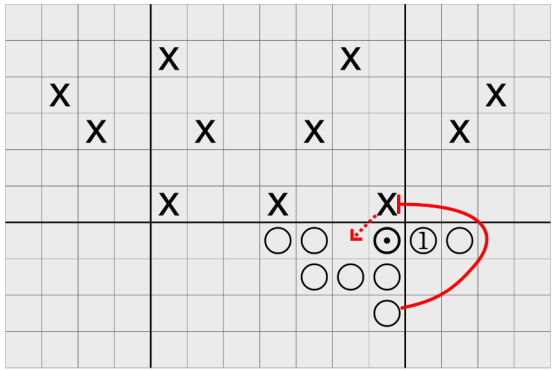
MA7 303 10P

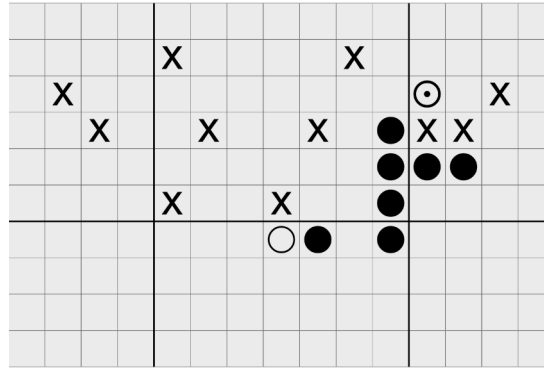




Do not follow up the 2D block in diagram 3. You would otherwise have to dodge to reposition in diagram 5.

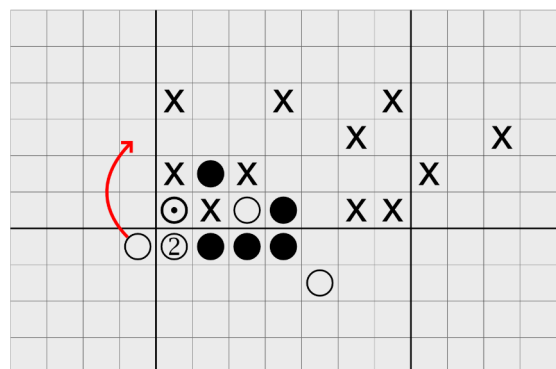
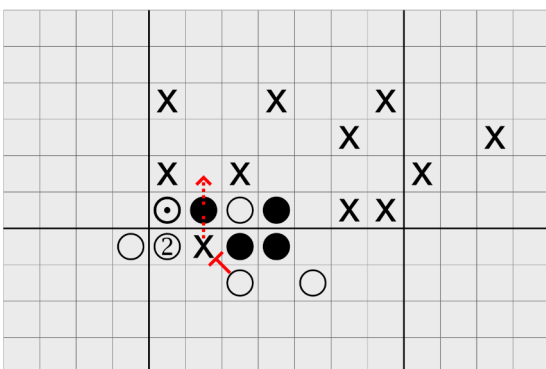
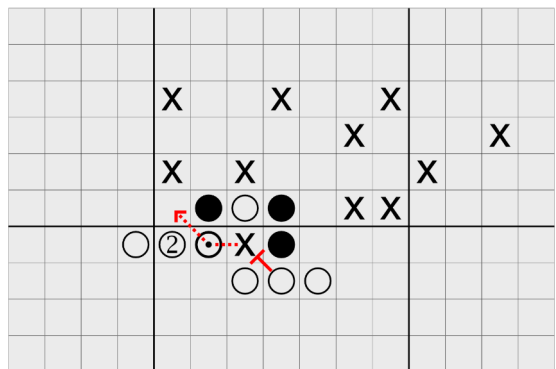
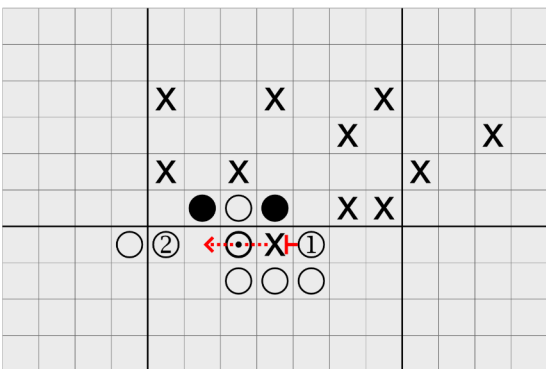
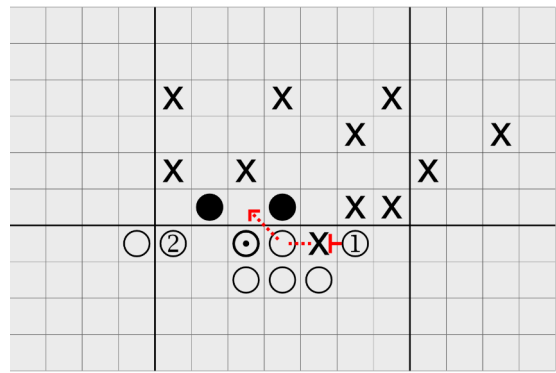
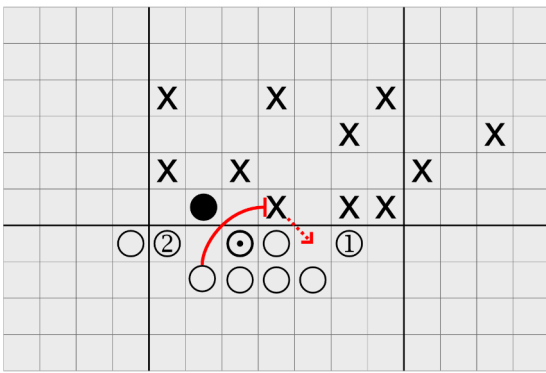
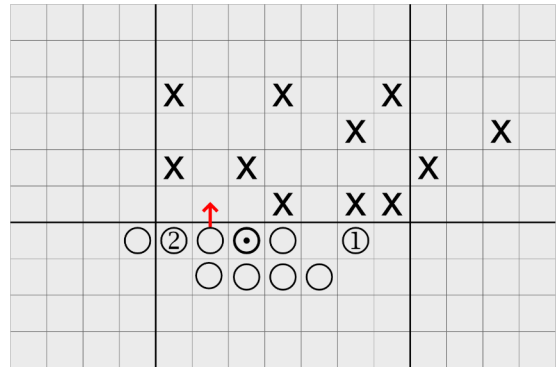
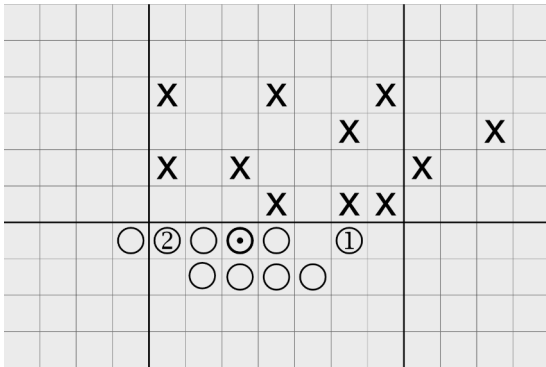
MA7 303 9P FRENZY

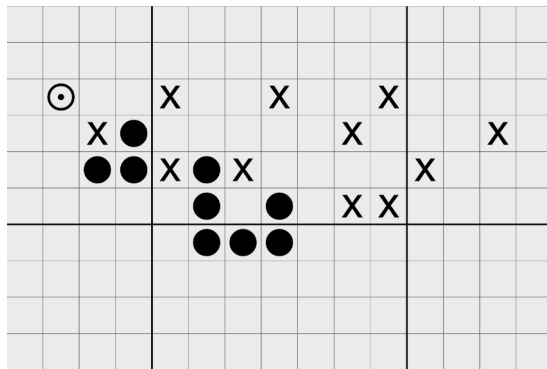
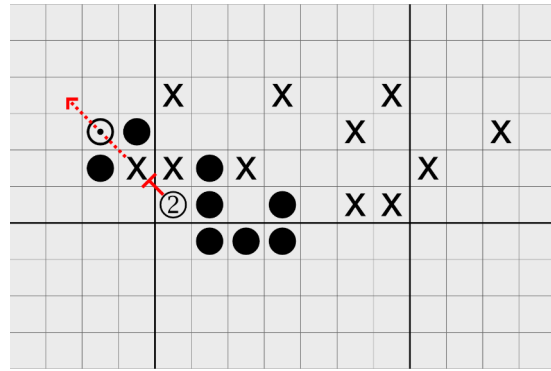
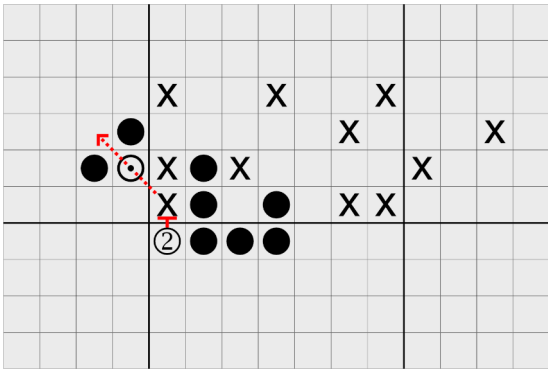
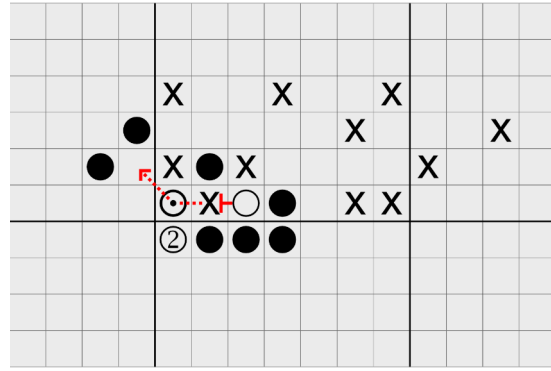
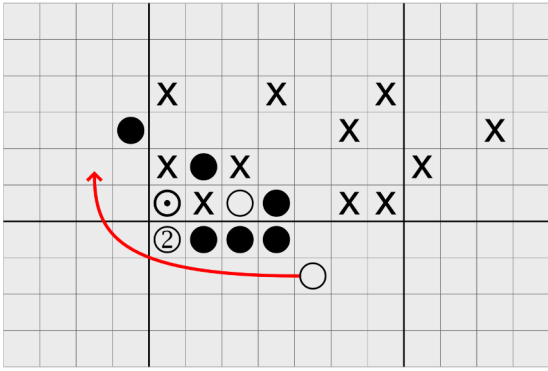




Do not follow up the 2D block in diagram 4 to avoid dodging to reposition in diagram 6.

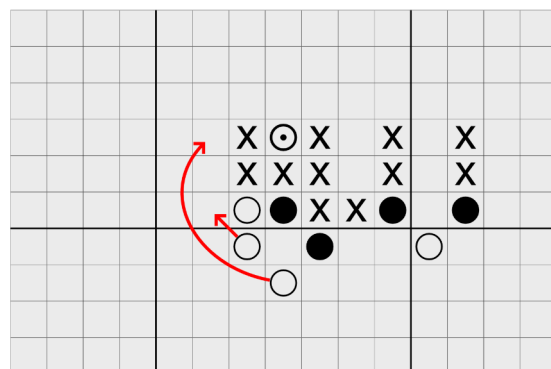
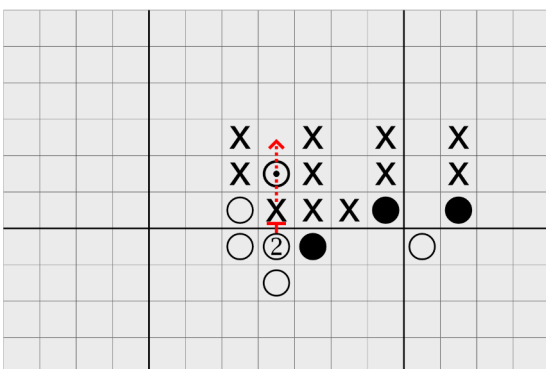
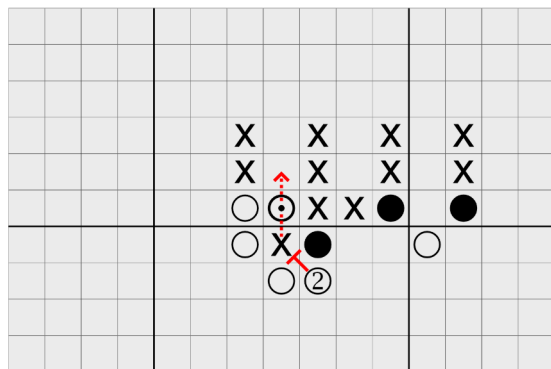
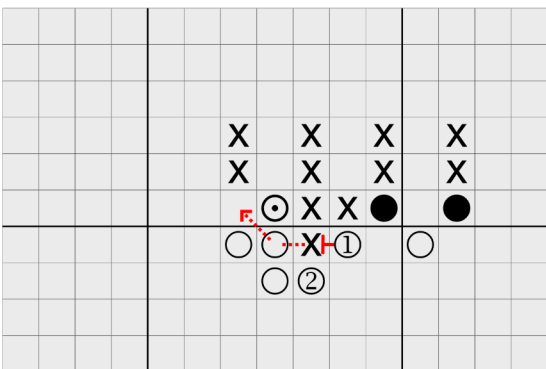
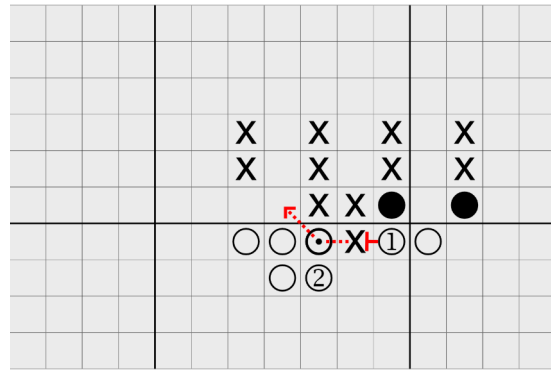
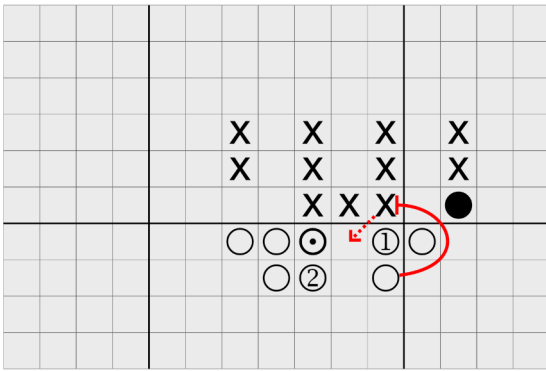
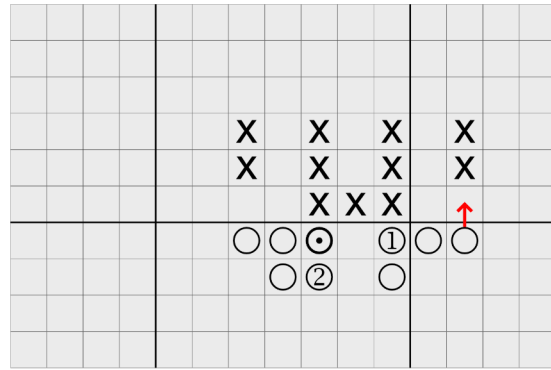
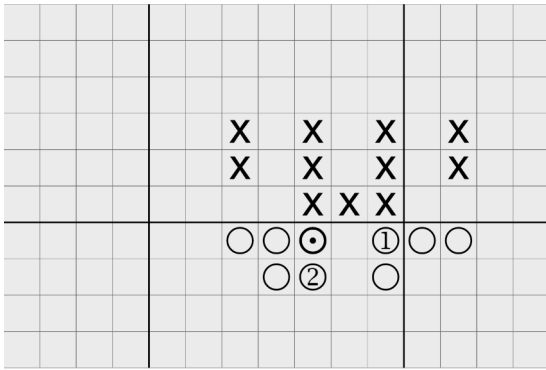
MA7 023 10P 2 FRENZY

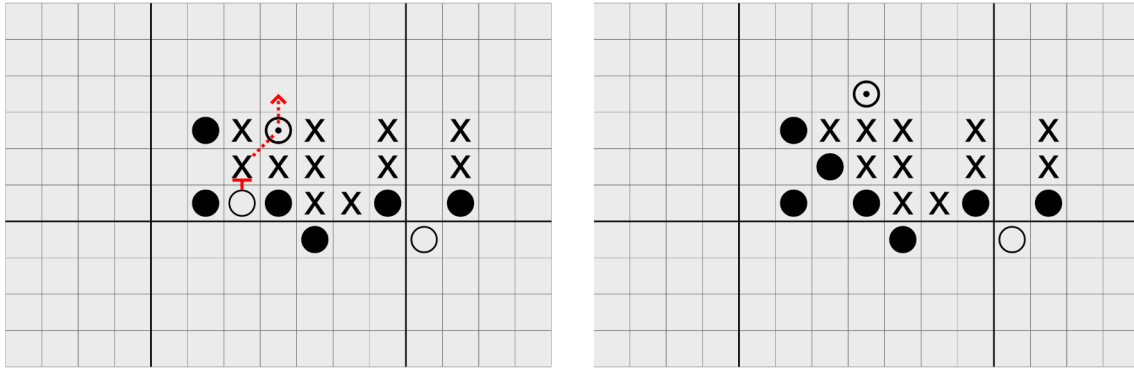




Note that repositioning in diagram 11 requires moving seven squares.

MA7 123 9P 2 FRENZY

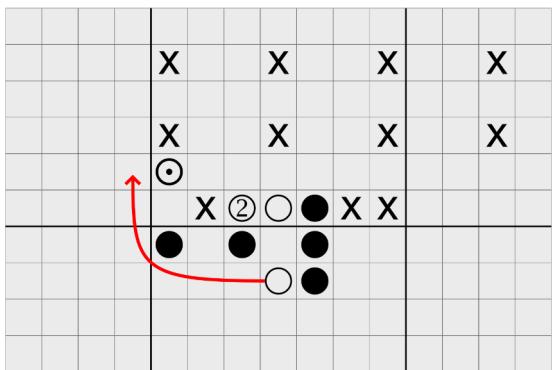
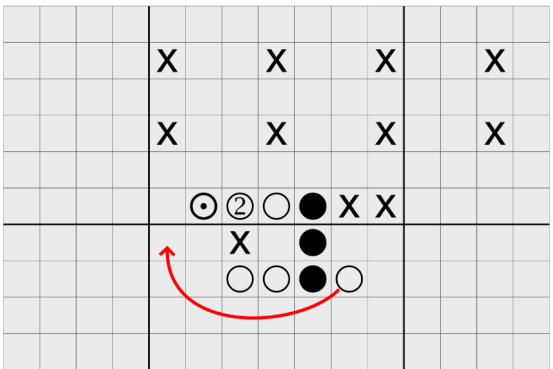
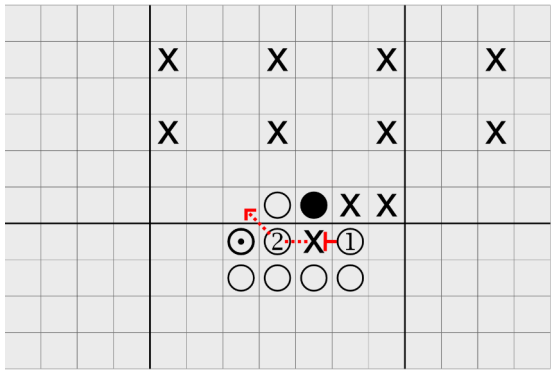
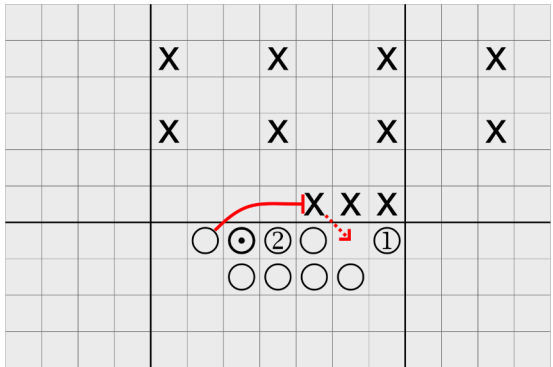


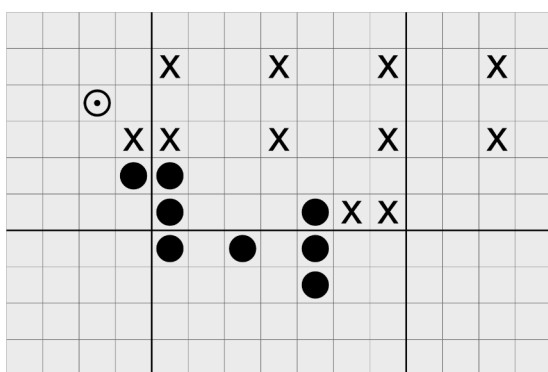
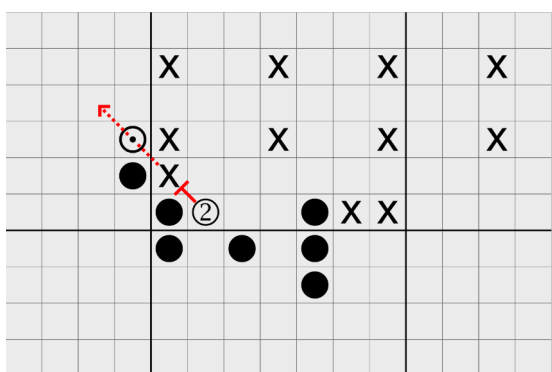
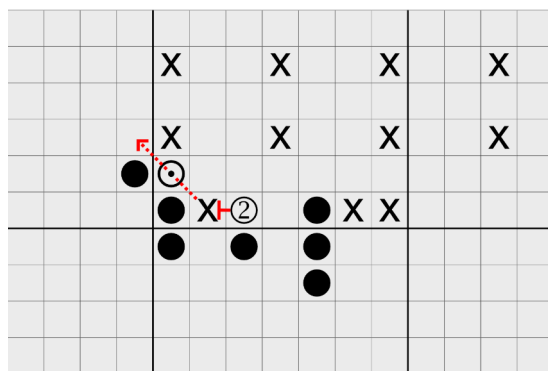
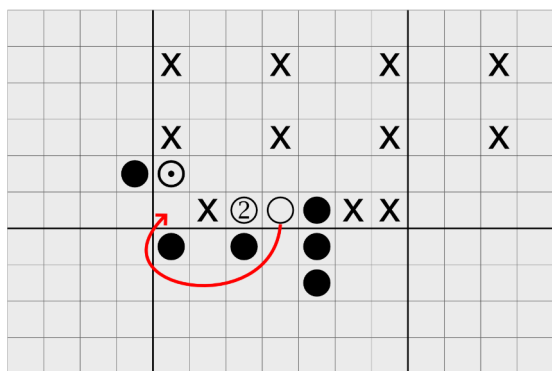


Unfortunately, the blitz in diagram 3 is a 1D block with only a 33% chance of getting a Push. You could improve the odds by blitzing with a non-Frenzy Big Guy or an ST4 player.

On the plus side, the 2D block seen in diagram 7 has a 89% chance of success since Push, Defender Stumbles or Pow are all acceptable results.

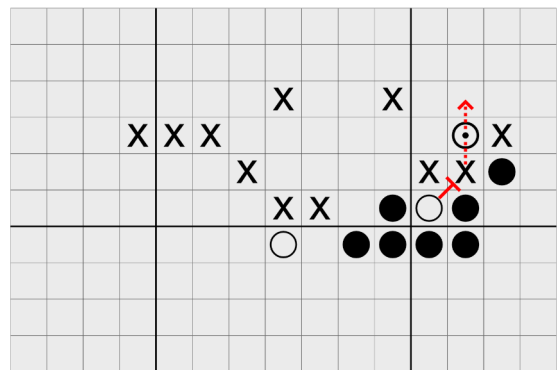
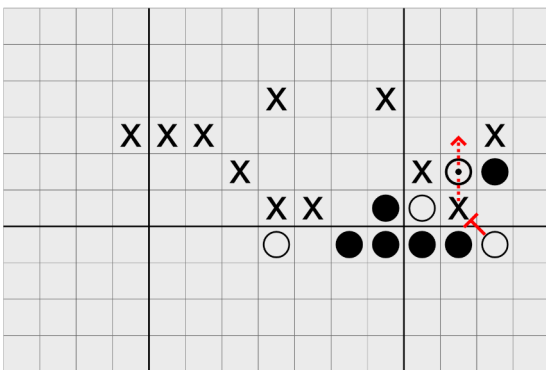
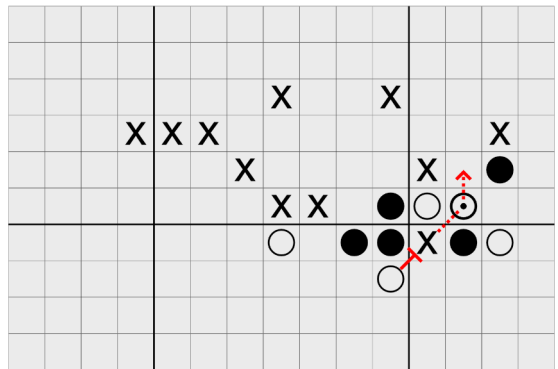
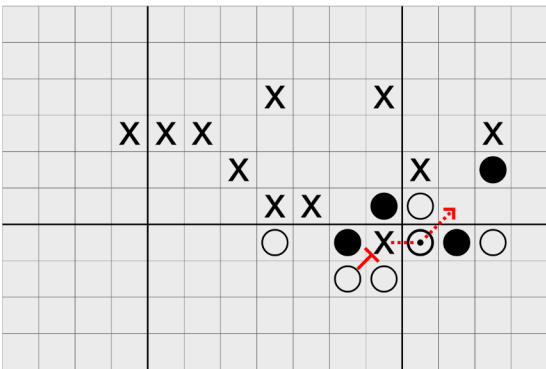
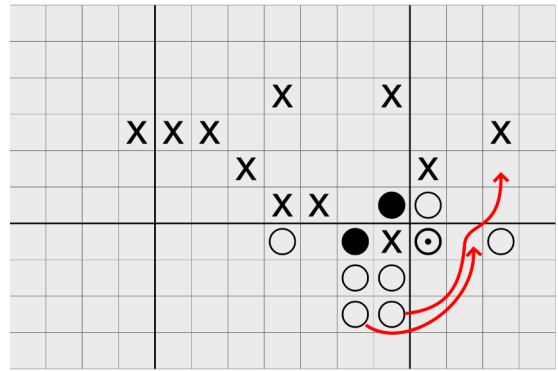
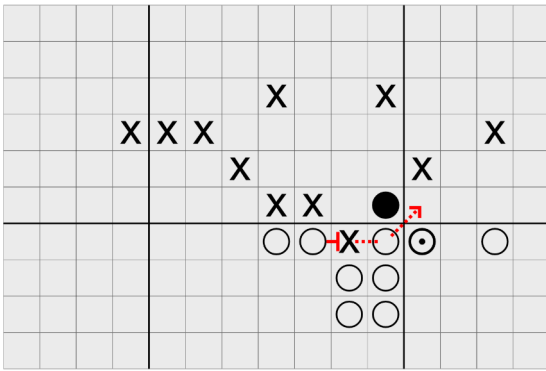
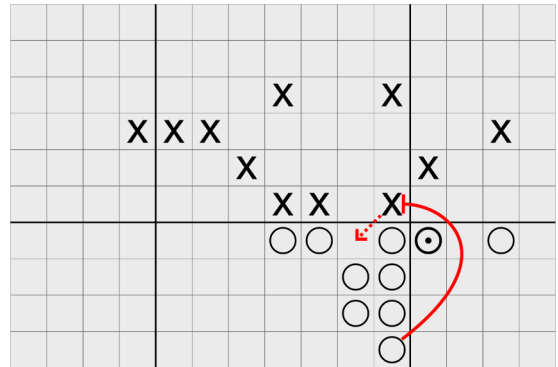
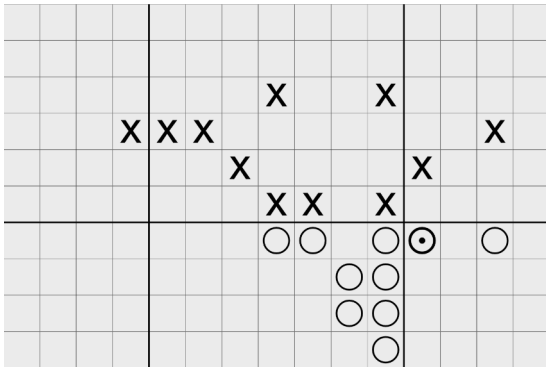
MA7 123 9P 2 FRENZY

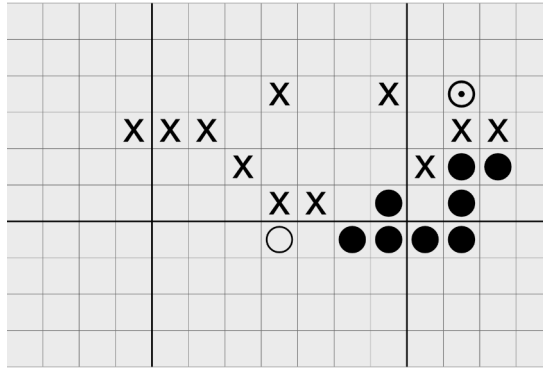




Do not follow up the 2D block in diagram 5 but do so for the 2D block in diagram 7 in order to avoid making a dodge or a Rush to reposition in diagram 9.

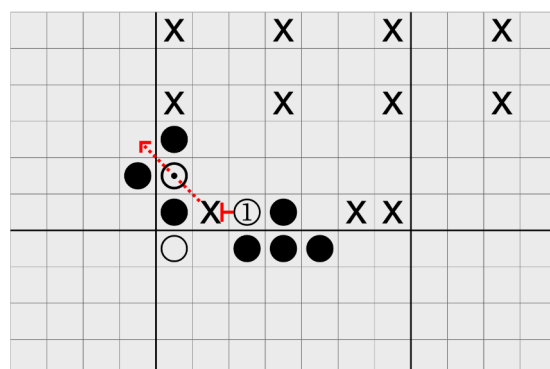
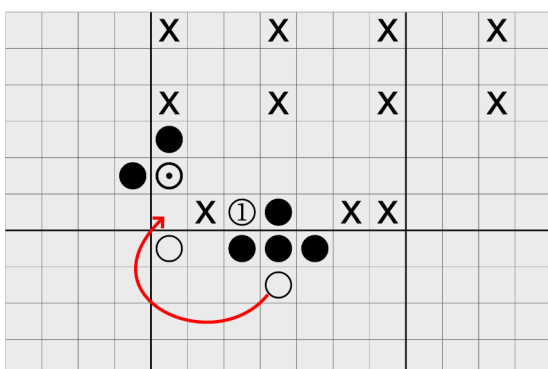
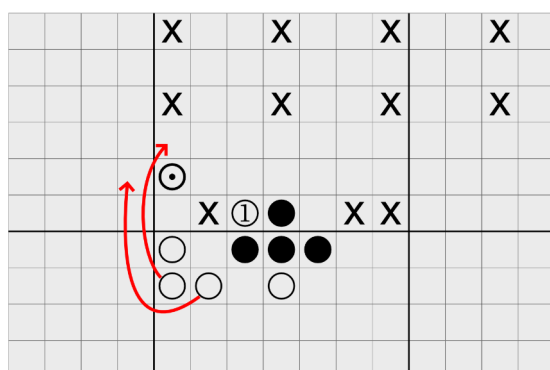
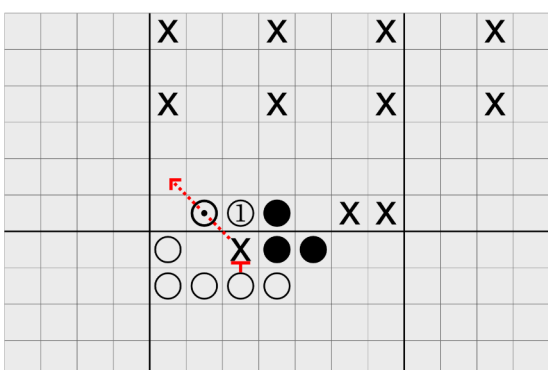
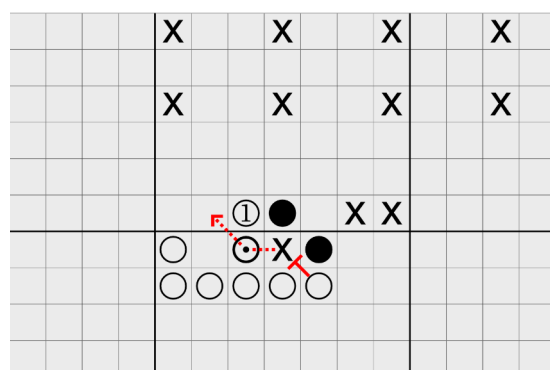
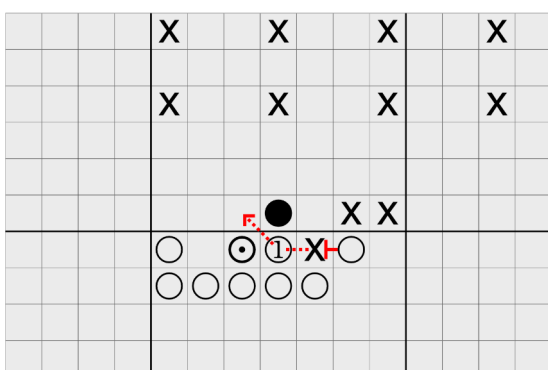
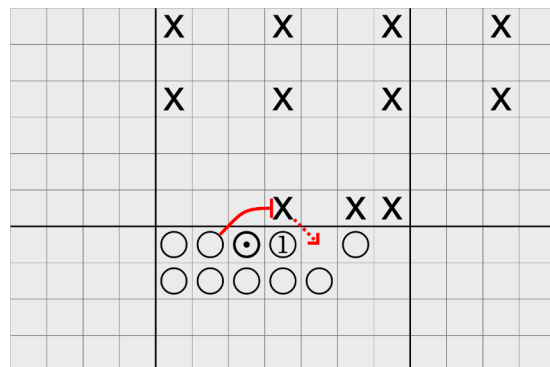
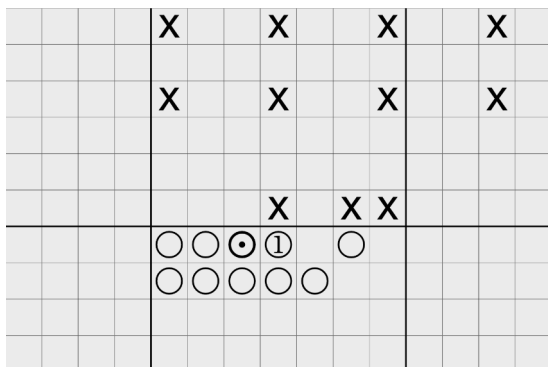
MA7 013 10P

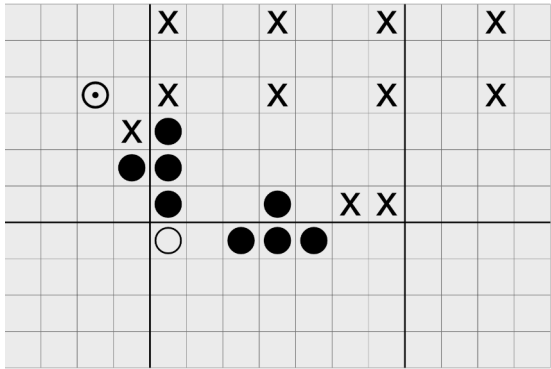
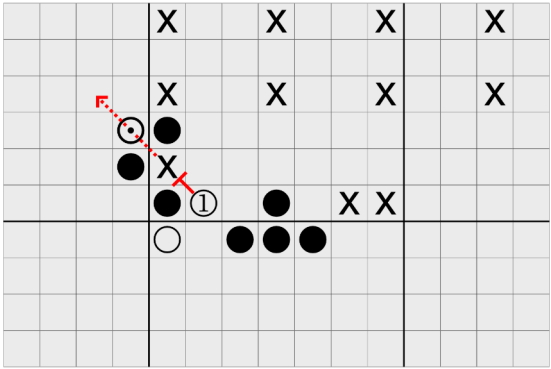




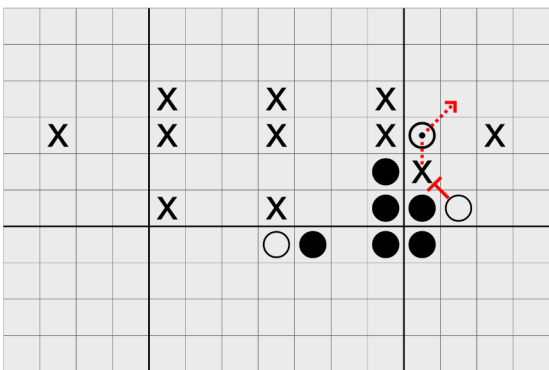
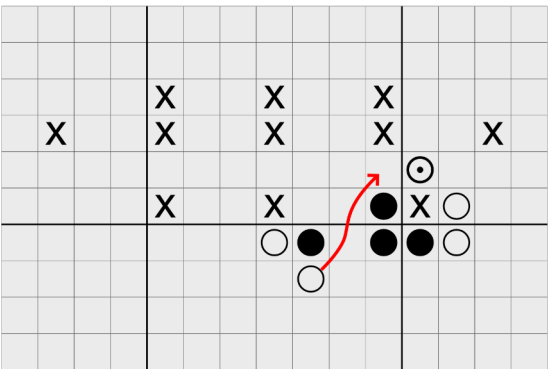
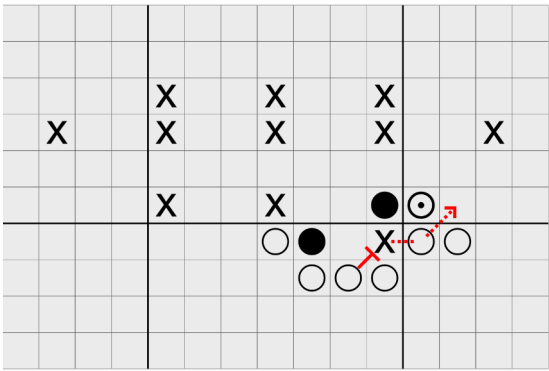
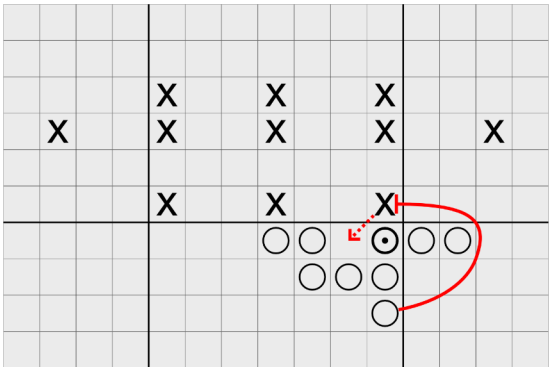
The final block is a 1D block with a 67% chance of success.

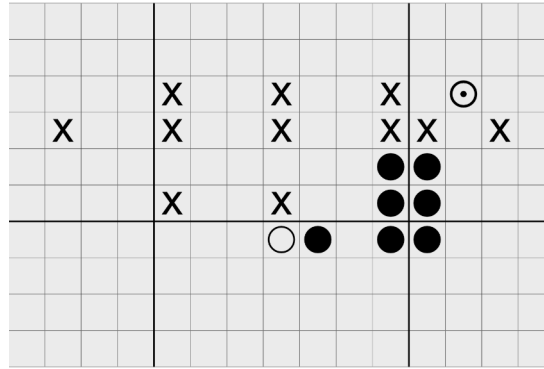
MA7 023 10P FRENZY





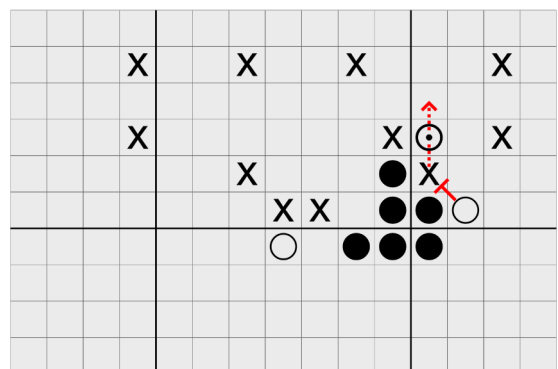
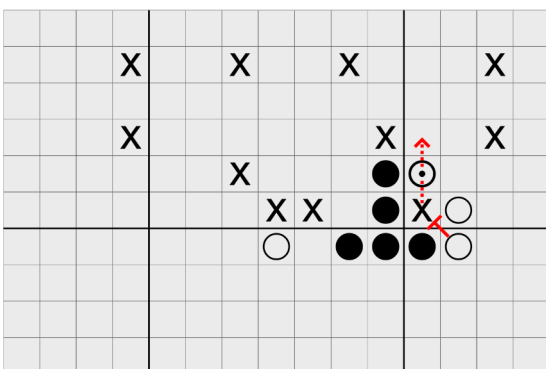
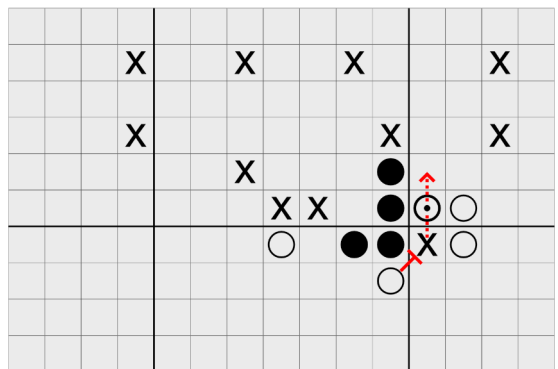
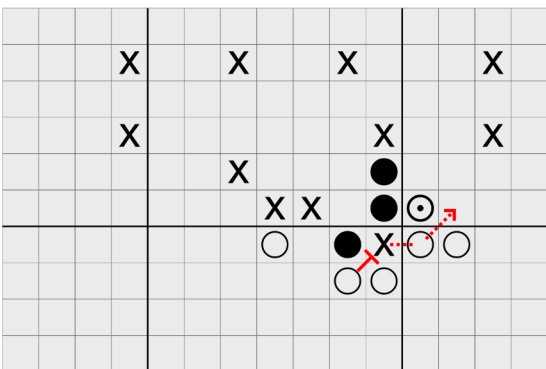
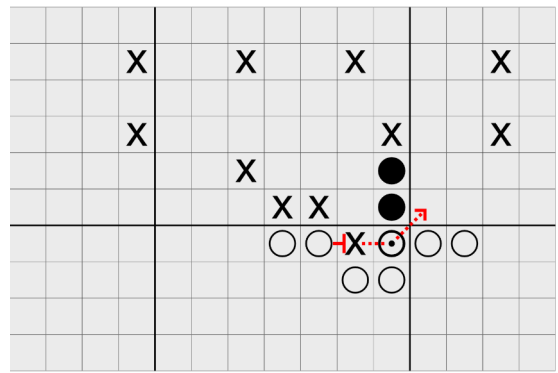
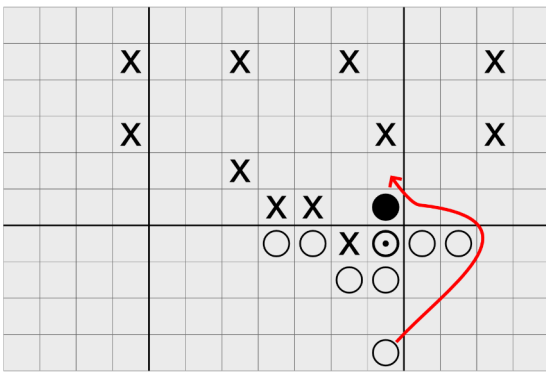
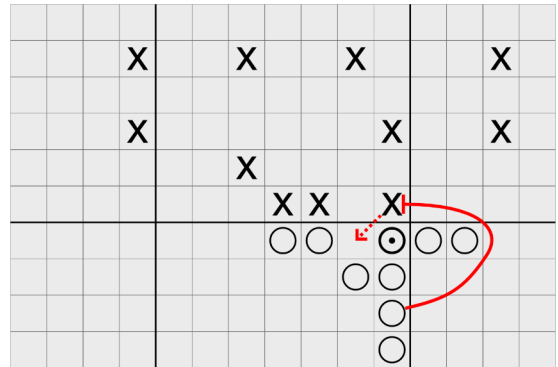
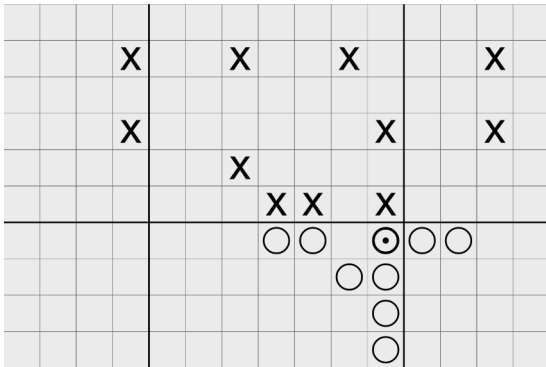
MA7 303 9P

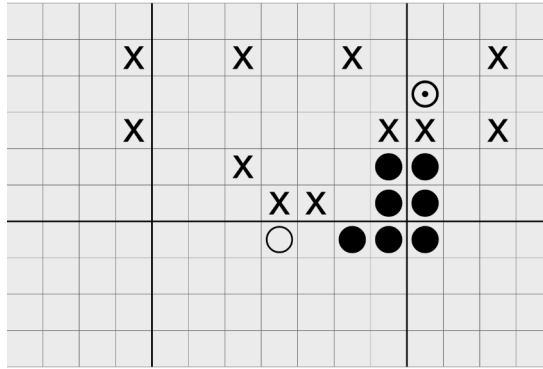




Do not follow up the block in diagram 3. You need that space to reposition in diagram 6.

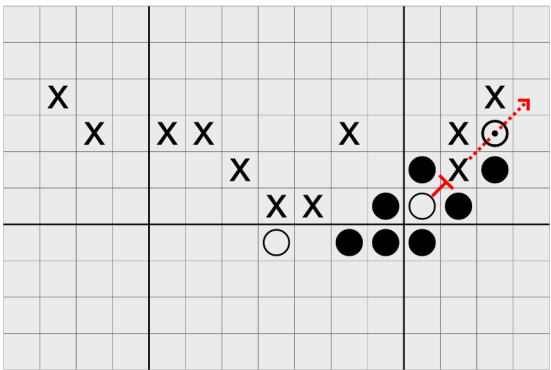
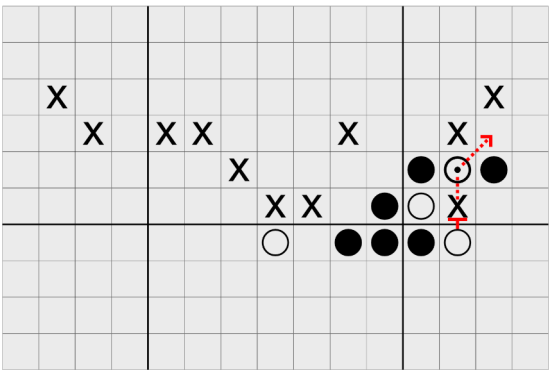
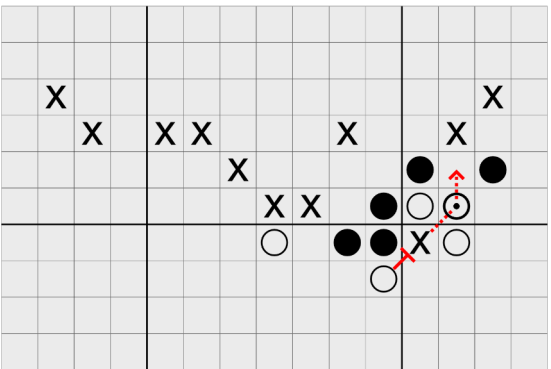
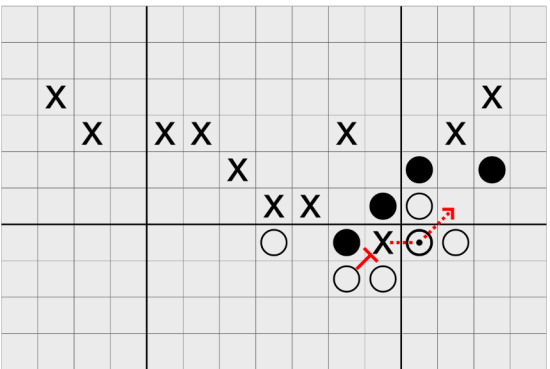
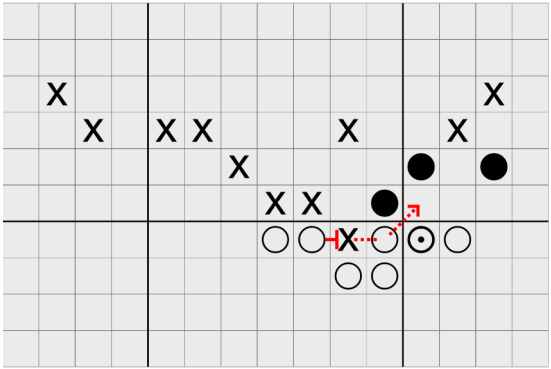
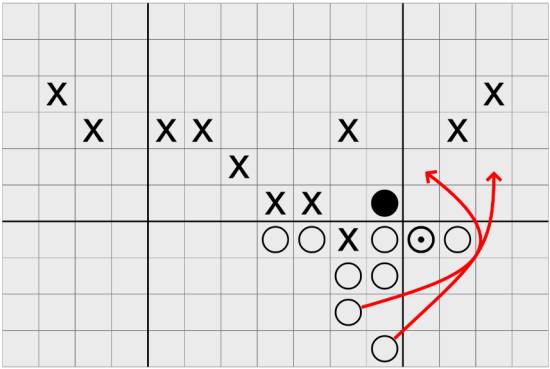
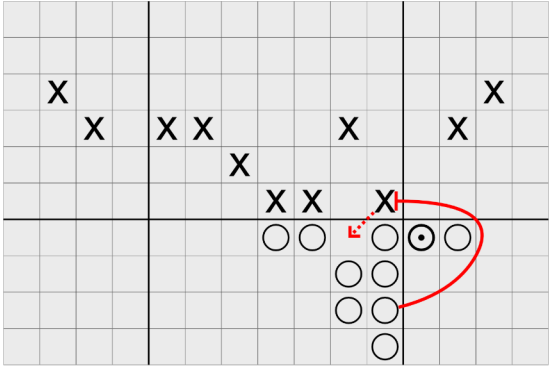
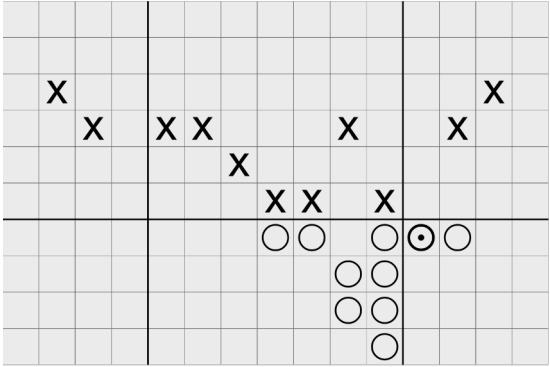
MA7 013 9P

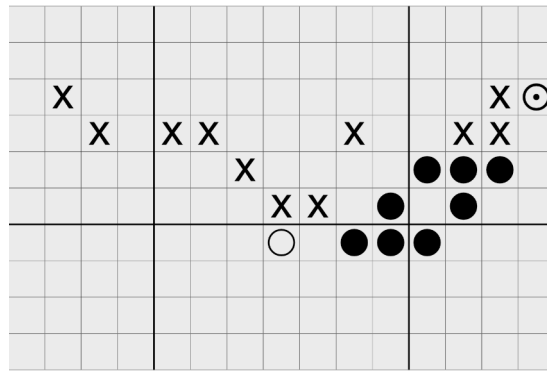




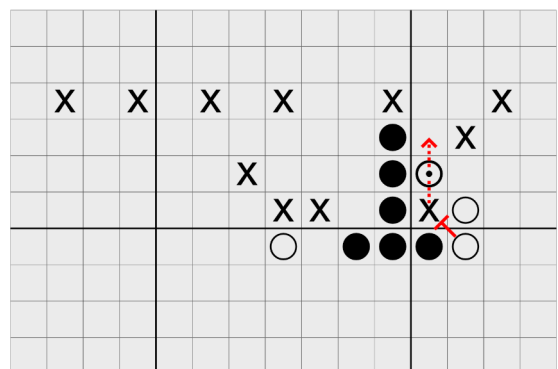
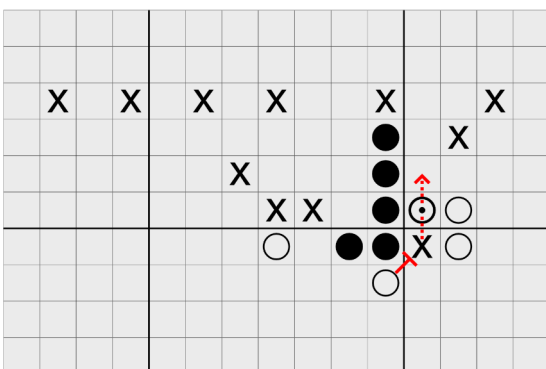
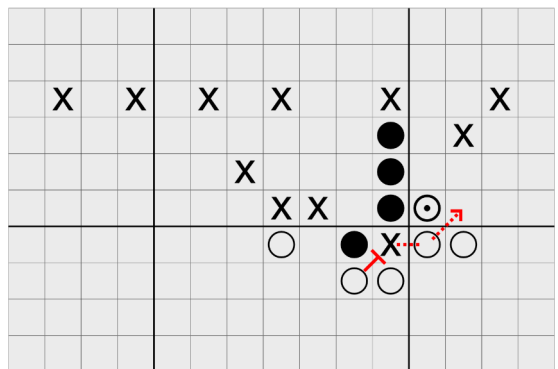
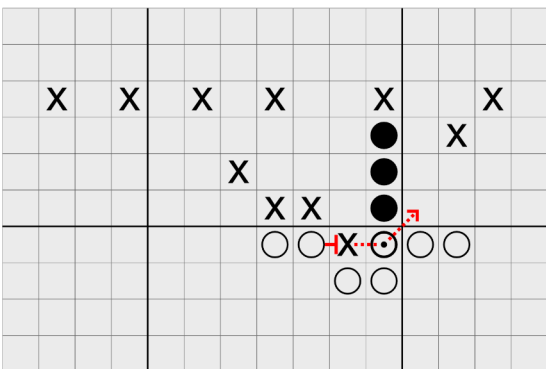
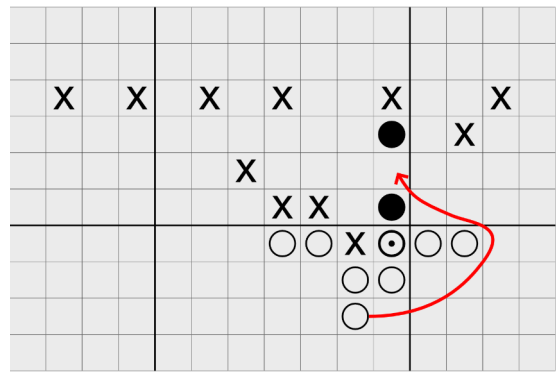
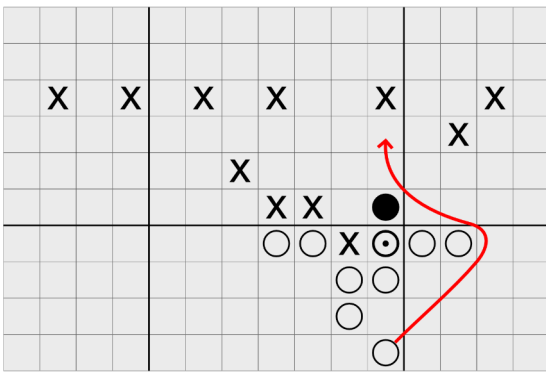
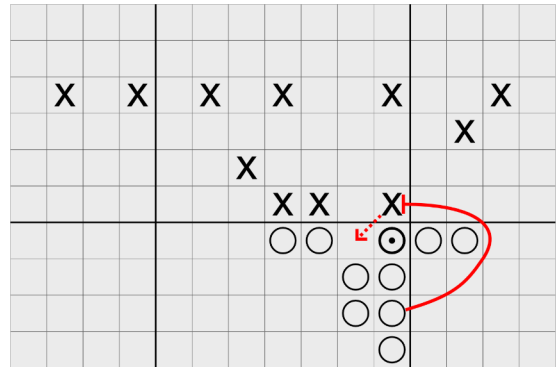
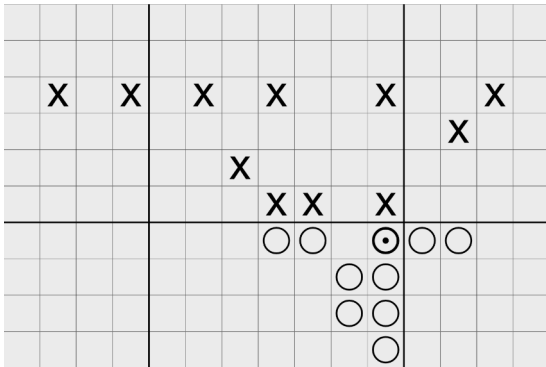
This play has surprisingly good odds because there are several opportunities for 3D blocks (diagrams 4, 5, 6 and 7).

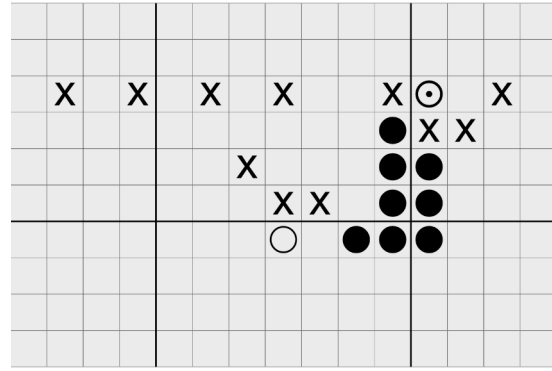
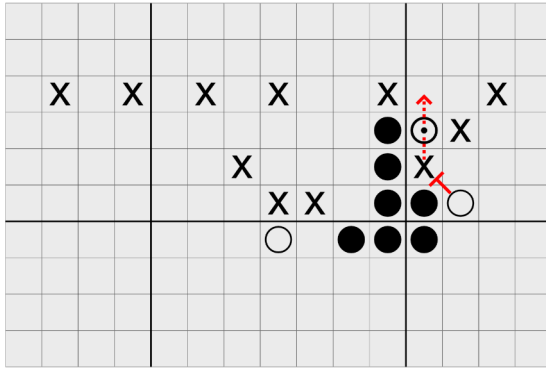
MA7 013 10P





MA7 013 10P





Note that repositioning in diagrams 3 and 4 both require moving seven squares. There are potential 3D blocks in diagrams 5, 6, 7 and 8.

[illegible]

Finally, good luck and have fun!

LINKS

[FUMBBL](#)

The venerable Blood Bowl site has some OTT plays.

[Blood Bowl Stuff OTT Playlist](#)

[The Blood Bowl Stuff Youtube channel](#) has numerous OTT plays including specific playlists for [Vampire](#), [Skaven](#), [Necromantic Horror](#), [Dark Elf](#), [Elven Union](#), [Lizardmen](#) and [Shambling Undead](#) teams.

[OTT Defensive Setups](#)

FUMBBL's discussion board has a thread focused on anti-OTT setups.

[Blood Bowl Dave's Action Calculator](#)

Indispensable when you're trying to figure out the overall chance of succeeding a complex play involving multiple actions.

[BBPusher](#)

Although it's rudimentary with outdated team rosters, it remains useful for devising chain push plays.